

STAR WARS™

DAWN OF REBELLION



An Era Sourcebook

STAR WARS™
ROLEPLAYING



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STAR WARS™

DAWN OF REBELLION

The GALACTIC EMPIRE is at the height of its power. With the traitorous JEDI and the corrupt REPUBLIC both gone, this is an era of peace and stability. Seemingly nothing can stand in its way.

For many, though, it is an era of growing oppression and fear. Banding together into resistance groups, REBELS fight back to reclaim the galaxy. Soon they will face their greatest challenge as the Empire prepares to unleash its ultimate weapon....

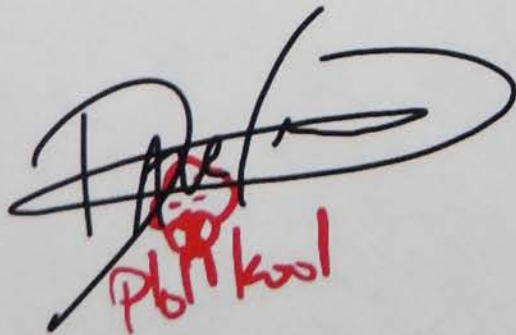
FOREWORD

Working at Lucasfilm, one thing that has always amazed me about the *Star Wars* Galaxy is how many stories there are to be told within it. *Star Wars* seems to inspire storytelling and provides an endless array of locations, characters, vehicles, and scenarios to create the type of adventure and excitement that we all love.

With an RPG, YOU are the storyteller; the vast Imperial Fleet is at your command, or the hopes and efforts of the Rebellion are yours to guide. I never imagined that a *Star Wars* RPG would include characters from stories my team and I told, but now thanks to Fantasy Flight Games you can pilot the *Ghost*, wheel and deal with Hondo Ohnaka, or come face to face with Grand Admiral Thrawn.

If I had one piece of advice for you, the storyteller, it would be to do things that we have never done before. Push the limits of your creativity and challenge yourself and your friends. In the *Star Wars* Universe the only limit is your imagination: so throw the heroes into impossible situations, make the villains more terrible and unpredictable than ones that have come before them. Just try not to get the *Ghost* blown up—it would make the crew here on *Rebels* pretty sad. But if you do destroy the *Ghost*, make sure it goes down fighting; Hera wouldn't have it any other way.

The Force will be with you, always,



Dave Filoni is the executive producer and co-creator of *Star Wars Rebels*, and overseer of Lucasfilm Animation projects.



WELCOME TO THE REBELLION!

The Galactic Civil War was a defining event in *Star Wars* history. It was a response to the Galactic Empire's tyranny, but it took long years to build. Desperate voices cried out against oppression all across the galaxy. Assembling those voices into a united organization was a monumental task, though, particularly given the Empire's military and intelligence capabilities. This is the era of *Star Wars Rebels* and *Rogue One: A Star Wars Story*, a time of darkness but rising hope.

DAWN OF REBELLION presents additional background information and rules geared toward setting an RPG campaign in this height of Imperial power. Rebel forces were never well equipped, but during this period they scrambled for every weapon. Communication between different systems was extremely limited, making coordinated efforts rare. The heroes must accept terrible risks to confront overwhelming odds, knowing that they might be the only ones willing to do so. Ultimately, they act because their war is just and their work is necessary.



This book can be used with any of the *Star Wars Roleplaying* game lines (**EDGE OF THE EMPIRE**, **AGE OF REBELLION**, and **FORCE AND DESTINY**), and, as such, contains some existing rules and other information not present in all three games for sake of completeness. This introductory section includes a brief overview of the galaxy during this era and is intended to frame the materials that follow. Game Masters may wish to direct their players to review this section if they are unfamiliar with this era, as it will give them a better feel for Player Character motivations. Information touching on the challenges that galactic citizens must confront in their daily lives can be useful for better understanding how the heroes react to the Empire's unrelenting control.

Worlds in Revolt, the first chapter of this book, presents planets and other locations that were pivotal during this era. Players interested in developing their heroes' origin stories may wish to peruse these sections. Game Masters may wish to draw upon the NPCs introduced in this section for incorporation into their campaigns. Many of these locations include modular encounters as well—short, self-contained encounters designed for easy integration into ongoing campaigns. Each contains several ways that the PCs can enter the encounter and how these events can be used to offer additional twists to ongoing adventures. GMs can use modular encounters to highlight the new settings and the NPCs located there in this timeframe, and, if desired, use them to launch new adventures or offer players new ideas for character progression.

USING ICONIC NPCs

This book contains many iconic *Star Wars* characters, from Ezra Bridger to Darth Vader. Their profiles represent some of the important roles and abilities they had during this era, as full, definitive profiles are beyond the scope of **DAWN OF REBELLION**. GMs are encouraged to modify profiles as needed for specific timeframes, character situations, and the needs of ongoing campaigns.

FORCE DICE

As was done in **FORCE AND DESTINY**, this book uses the  symbol for Force points instead of ● or ○. This allows Force users to draw on either side of the Force, possibly gaining strain in the process, and serves to clarify the difference between the symbols on the Force die  and the Force points those symbols generate.

Campaigns might thoroughly explore only one of the locations in this section, or they could travel freely between them and others. Depending upon a game group's focus, the GM might wish to direct players to read only a specific subset of the information presented here, lest they uncover secrets or spend too much time on less relevant information.

Organizations, the book's second chapter, focuses on various organizations that played vital parts in the early stages of the Galactic Civil War, and is largely intended for Game Masters. These include groups devoted to overthrowing the Empire as well as those dedicated to preserving its control. Components of the growing Rebellion can serve as examples and as sources of allied NPCs, while other insurgents can be potential allies or competitors. Organizations operating directly under Imperial authority represent foes or even targets for a resistance cell. Some GMs might wish to share a portion of this information with players, but players should await GM direction before reading it in depth, lest they spoil a surprise.

The third chapter, **Player Options**, provides a variety of resources for creating characters from this era. Four new playable species—all seen in *Rogue One: A Star Wars Story*—and six universal specializations open the chapter. These grant players access to new development paths and a range of different special abilities, all particularly suited to the dawn of the Galactic Civil War. This chapter also introduces new weapons, droids, and vehicles that complement the era. Of course, while players may utilize much of this equipment, the GM's Imperial NPCs are likely to have more convenient access.

Game Master Support, the final chapter, offers advice for the GM on running a campaign during this period. The initial section presents a method for designing a campaign that exploits an episodic format, similar to the one used in a season of a television series. Working with the group's players, a GM can make use of this approach to integrate a storyline and its heroes so that both develop in a complementary fashion. This chapter also includes a section devoted to the development of a campaign's key antagonist. A recognizable and recurring foe can offer a more visceral opponent for the heroes to focus their righteous fury on. The book concludes with advice for designing the leaders of a rebel cell. Such characters can be instrumental in directing the heroes toward missions as well as by providing access to key equipment and additional allies.

THE STATE OF THE GALAXY

It is a dark time for the galaxy. The Galactic Empire is secure in its power, capable of discriminating freely against any group, individual, or system that displeases it. The Imperial Senate endorsed Emperor Palpatine's appointment at the time of the Empire's formation. Since then, it has become the only legitimate voice of reason remaining in light of the Empire's overreach. Its members, though, must temper their outrage lest the Emperor cut them off from any role in policy and governing. He has indeed fulfilled its initial mandate to significantly increase order and security across its member worlds, but this has had a price. The burgeoning size of the Imperial military as well as the ominous presence of the Imperial Security Bureau (ISB) has led to a significant increase in mistrust. Increased security has mostly benefited the rich and powerful, and has led to a corresponding loss of personal freedoms and an increase in taxation for the rest. These have not impacted the majority of its populace, and, while many might grumble over the Empire, there are few who actively resist it. This small number is growing every day during this era, though, as the true nature of the Empire becomes clearer and more of its citizens understand what must be done.

PATRIOTISM

The Empire's success can be attributed in part to the patriotism it has instilled in so many of its members. Propaganda and indoctrination have been critical to its rise and continued success. Most members of the Imperial Senate initially approved of Emperor Palpatine and endorsed his actions on their homeworlds. At the advice of their trusted representatives and under a constant media blitz, citizens accepted burdensome taxes and the loss of freedoms because they believed these changes were necessary. The Empire arose as the Clone Wars came to a close, and citizens still reeling in the wake of that massive conflict were committed to preventing its recurrence. Most people felt strongly motivated to embrace a cause devoted to peace and security at any cost.

While some members of the military were drafted into service after the Clone Wars, many more embraced the culture and chose to enlist. Large numbers chose to extend their service as career soldiers after their initial enlistments concluded. This is largely due to the cultural shift that the Empire has created. Individuals who work within the Empire—from bureaucrats to law enforcement to military—have been constantly reminded of their responsibilities and commended for their diligence. Units are recognized for success and praised as part of media celebrations.

Demonstrations of patriotism have become a requirement rather than an expectation. Daily HoloNet news broadcasts are required viewing, and any publicly visible display has to carry them. New holidays, including Empire Day, have been established. Celebrations include dazzling fireworks displays and grand parades by the Imperial Army and Imperial Navy. Citizens are required to attend these festivities and might even need to contribute food and related goods. Not surprisingly, a growing number of dissidents find these unending celebrations distasteful.

MILITARY MIGHT

Prior to the Clone Wars, the Republic did not have its own military. Member systems maintained their own forces, which could be assembled on an ad hoc basis. After defeating the Separatist Alliance and dissolving the Jedi Order, Palpatine and the Senate were easily able to justify maintaining a strong military. The Army and Navy of the Republic transitioned into the Imperial Army and Imperial Navy. In short order, existing gear and equipment were replaced with newer items produced on favored Imperial worlds and through favored corporations. Production of vehicles, weapons, and starfighters has led to selective economic booms, while the taxes and labor these require have disrupted other systems.

While its resources are vast, the Imperial military has faced only limited opposition. At the least hint of resistance, Imperial units are dispatched to act with overwhelming force. However, although Imperial soldiers are well equipped, well trained, and well disciplined, they have only limited experience facing comparable military forces. Their effectiveness often depends upon numerical superiority over their foes.

The costs of maintaining the Imperial military and supporting its recurring demonstrations of power have fostered resentment across the galaxy. As the Clone Wars become a memory, people have begun to recognize stormtroopers as oppressors instead of a necessary security force. Taxes and obligatory tithes to support the ever-expanding military have become a more immediate problem than any fear of secession by a distant system. The Imperials have been finding shows of force increasingly necessary to complement the propaganda that has been keeping member systems in line.

DISCRIMINATION

Humans enjoy a superior standing within the Galactic Empire, and discrimination against other species is commonplace. Humans are more frequently promoted to positions of authority, including positions over other species even in systems where humans are comparatively rare. Within the Imperial military, non-humans make up only a small percentage of the officer corps. Soldiers are quick to target other species for investigation, even for minor crimes, and are more willing to use deadly force against them.

Imperial policies permit liberal use of slave labor, and the vast majority of these slaves are non-humans. A small percentage of slaves are humans being punished for criminal acts, but the justice system is strongly biased against other species. Entire worlds have been brought under Imperial control and their populations put to work on Imperial projects. Rumors even suggest that some species have been even less fortunate, and that the Empire has exterminated populations of entire worlds for disloyalty or attempts at rebellion. Few would believe such tales, but as the Empire's brutal nature becomes more commonplace many openly wonder if there are any means it would not use to quash opposition and stay in power.

Non-humans have recognized these threats and reacted accordingly. Many have simply tried to go about their business and avoid Imperial entanglements. Ultimately, many have begun responding proportionately against the threats they face, eventually resorting to violence. Of course, those rebels feature prominently in Imperial propaganda to perpetuate the stereotypes that entrench discrimination.

EXPANSION

The Galactic Empire seeks to control the entire galaxy. Proceeding along this path, it has inducted new worlds of the Outer Rim—whether or not the inhabitants have sought membership. Ecological atrocities, systemic massacres, and widespread corruption have taken place on some of these planets, far from HoloNet recorders. For the Empire, the benefits of expansionism are so great that any irregularities can easily be ignored.

New Imperial member worlds offer raw materials, manufacturing capacity, and vast workforces. These resources normally are controlled by Imperial Governors, who can draw upon the Imperial military as necessary to maintain their power. While some of the goods these worlds produce are transported to the Core Worlds, other materials are used to maintain the military presence that keep new member systems controlled.

Many citizens of new member worlds in the Outer Rim are drafted into military service. These soldiers are thoroughly indoctrinated with Imperial propaganda to increase their loyalty. Family members of drafted soldiers become less willing to confront Imperial abuses, as they also receive propaganda secondhand from those trusted relatives.

SEDITION

Maintaining a huge military presence requires the Empire to levy debilitating taxes on the worlds that can least support them. Propaganda intended to motivate people to support the military has led to heightened paranoia, but has motivated a few brave citizens to speak out against the Empire, as they feel they might have some support in their views.

However, many citizens who have dared to speak out against the Galactic Empire have vanished or have been silenced. Security levels continually increase, and armed soldiers have become a common sight on many worlds. Most inhabitants have supported this response, willingly sacrificing their personal freedoms for a false sense of safety and order. However, others have become even more concerned by the increased authoritarian presence.

The Galactic Empire keeps responding with greater and greater force. This has perpetuated an escalating resistance, as more citizens speak out against heightened authoritarianism and military force used, and spread word of friends and family who have been taken prisoner.



LIFE UNDER THE GALACTIC EMPIRE

Imperial citizens have very different experiences under the Empire's reign. Their treatment is largely dependent upon their species, their economic status, and their location within the galaxy. In general, those who dwell closer to the Core enjoy better security as well as greater economic privilege and support, while those nearer the periphery bear a larger burden of the work required to support its infrastructure. Within the Imperial military, humans receive more favorable consideration, while non-human species suffer discrimination. Most families and organizations who were prosperous under the Republic continue to live comfortably, while those who struggled have seen even less opportunity for advancement.

Unsurprisingly, many favored individuals and organizations have remained loyal to the Imperial establishment. Those who enjoy tremendous benefits from the Empire have had little need to feign their patriotism. In large part, they are devoted to the organization that has enabled them to continue living in comfort and protected them from worrisome threats such as violence or disorder. They have enthusiastically endorsed the Emperor's every whim while accepting the luxuries funneled to them. The scope of these luxuries has been tremendous, ranging from minor conveniences to life-altering transformations.

In contrast, populations that suffer under the Imperial lash long for a change. While many remember the hardships endured during the Clone Wars or the perceived weakness of the Republic, they also recall the relative prosperity of those earlier years. No matter how much propaganda the Empire has spread, memories of better times persevere. These populations have suffered as the Galactic Empire has taken their basic necessities through taxes and tariffs. However, most who have dared to speak out have suffered even greater depredations.

The following entries provide examples of life under the Galactic Empire from several different perspectives. GMs and players can use these to develop new NPCs, settings, and even Player Characters from this era, and to better understand what living in these times means for most Imperial citizens in the galaxy. The power of the Empire is at its height now, but even those desperate individuals who know of its quest for ultimate power believe they still have the most powerful of weapons on their side: hope.

CORE WORLD LUXURIES

Odar Firm is an executive in the employ of Sienar Fleet Systems. He joined the company during the Clone Wars, after Sienar secured a contract to produce starfighters for the Galactic Republic. Since the creation of the Imperial Navy, the company's manufacturing contracts have grown dramatically: the corporation builds entire fleets of starfighters in its TIE line. Firm is a logistics specialist whose particular focus is inventory management; he ensures that the company has the necessary raw materials delivered to various manufacturing centers in a timely fashion in order to keep the plants running. He works in offices on Coruscant so that he can

effectively coordinate any new orders placed by Imperial Navy officers. He is proud to know that his work has contributed to the Imperial Navy's success.

While his decisions and responsibilities have repercussions in factories across the galaxy, Firm has had little need to travel offworld. He depends upon Imperial communications systems to deliver his directives to factories in hundreds of different systems. Countless workers in those systems quickly implement his directives, transferring materials and goods to produce the starfighters the Imperial Navy requires. Firm receives timely reports about production levels and is quick to act to make necessary adjustments. His skills play a significant part in ensuring that Sienar's starfighter production levels meet the Navy's needs.

In exchange for his loyal (and effective) service, the executive is lavishly compensated. His primary residence is a sprawling complex that extends across three floors of an enormous tower that pierces Coruscant's atmosphere. The condominium has a beautiful view across the planet's cityscape, though the windows can also be adjusted to show landscapes from nearly any Imperial world. A veritable army of droids is at his beck and call to fulfill his every whim for personal conveniences and luxuries. Firm's children have enjoyed high-quality educations at Imperial facilities, where they have received a solid academic grounding and thorough Imperial indoctrination. The HoloNet provides a constant feed of entertainment options, including propaganda-filled news updates.

The executive and his family have the wherewithal and the resources to travel across the galaxy for business or pleasure, but they see little reason to leave Coruscant. Daily news updates remind them of the dangers to be found in the less civilized parts of the galaxy. No other place could provide for their creature comforts so well as their home. Consequently, in spite of his daily communications with factories across the Empire, Firm has no firsthand experience with the difficulties to be found elsewhere. From his perspective, the Galactic Empire provides order, prosperity, and peace, and he is proud to support it.

A STUDY IN CONTRASTS

Suhlarla Tug is a Duros who captains the freighter *Verdant Dawn* along the Corellian Trade Spine. She makes steady transport runs between the Core Worlds and the Outer Rim, visiting dozens of worlds along the way. Her travels are cyclical, and she takes care to always fly with a full cargo hold. On each world, she delivers one load and then takes on fresh goods that will be more valuable at her next stop.

The *Dawn* is an independent vessel. Tug has a small, closely-knit crew whose members have traveled together for decades. Several are second- or third-generation crew who learned the trade routes when they flew them with their parents. The ship is old and slow, but it is well maintained, has a vast capacity, and is reliable. Tug and her crew are far from wealthy, but they are able to maintain the ship and keep themselves fed and clothed, and they even manage to secure the occasional luxury.



The Clone Wars were bad for Tug's business. Trade embargoes and unpredictable conflicts meant she had to alter her routes, change her cargoes, and risk attacks. The latter days became even scarier as desperate residents of the Outer Rim increasingly turned to piracy.

Initially, the rise of the Empire seemed like a boon. Security, especially in the Core Worlds, increased substantially. The number of pirate encounters decreased, and she's heard tales that those who had survived encounters with the Imperial Navy now spend what's left of their miserable lives at the Wobani Labor Camp and the like. Her trading missions have gained stability, such that Tug has to worry far less about volatility in the value of her cargoes.

However, significant taxes, tariffs, and docking fees have arisen. This has been particularly true in the Core Worlds, and those costs have cut the vessel's profits to the bone. On several occasions, after the sale of its cargo, *Verdant Dawn* has departed systems with only partially filled cargo vaults, the funds from the sale having been used to pay taxes instead of going toward the purchase of fresh goods.

Security inspections have also increased—particularly in the Outer Rim, where these were previously rare or practically nonexistent. Inspections not only take time, but also incur other penalties. Some of the inspectors are dishonest and expect bribes for their services. When Suhlarla refuses to pay them, the *Dawn's* cargo handling is delayed, as is its fueling. A few times she's also had gangs attack her crew while in port, and she is almost certain they were under orders from the inspectors.

Ultimately, Suhlarla prefers the stability of the Galactic Empire to the risks of the Clone Wars. However, she wonders whether the galaxy might ever return to a simpler time of peace and shared prosperity. She dislikes making hard decisions for the sake of her business, and she has begun to consider whether *Verdant Dawn* might need to work a different trade route. She hopes that the fees and delays might be less severe in another part of the Empire, but she also fears things might be just as bad or even worse no matter where she goes.

PERIPHERAL STRUGGLES

Dicsato Smi runs a corner market in Tann Province on Ryloth. He deals primarily in produce, baked items, and a limited selection of prepared foods. He also dabbles in banned pharmaceuticals, particularly ones that have been considered traditional medicines. Most of his wares are subject to spoilage, so he depends upon steady customers and a high turnover of goods. He also needs to have regular suppliers—if he did not have fresh foods to put on his shelves each day, his shop would have nothing to sell.

During the Clone Wars, Smi struggled to keep his shop stocked and his customers satisfied. Even with the planet at war, though, people still needed to eat. He had fewer suppliers and a more narrow range of products, but he managed to keep his shop in business. Smi did have to turn to a few less-than-legitimate suppliers, but they proved reliable, which was more important than strict legality in the face of starvation. Some suppliers were able to provide goods that the government frowned upon, as law enforcement was largely otherwise occupied during the war.

When the war ended, Ryloth became an Imperial Protectorate. Smi hoped that trade would stabilize and he would once more have steady suppliers and customers for his shop. However, the promised security and stability never appeared. Ryloth has been subject to extreme rationing under the Galactic Empire. Goods are imported in very limited quantities, and much of the world's food production is tithed to other systems. Many Twi'leks have been taken into slavery—some for the Empire and others for criminal cartels—and shipped to other systems. Not only has Smi lost suppliers, but he has also lost customers.

In addition to these new problems, Smi's taxes on the goods he buys and sells have increased tenfold. The Imperial soldiers who ostensibly provide him with protection take liberal quantities of "samples" from his shop. When he complained, his shop was inspected and fined. Fearing that he might be taken into slavery, Smi has had little choice but to expand his connections with illicit suppliers and begin secretly selling more and more forbidden goods to those who have little respect for Imperial authority.





WORLDS IN REVOLT

"The power that we are dealing with here is immeasurable."

– Orson Krennic

The birth of the Galactic Empire was marked with great celebrations on many worlds. Citizens weary of conflict, fearful of the mysterious Jedi, and angry at the corrupt Republic rejoiced to return to orderly and free life. With the destructive Clone Wars over, surely the galaxy would once again move forward in peace and prosperity.

This has not been the case. While the rich and powerful on Core Worlds have grown even more rich and powerful, residents on other planets have seen growing repression, violence, and brutality. To speak out against the Empire is to invite stormtrooper-led reprisals or worse. At least one world has seen its native population eradicated for defying Imperial rule. Such atrocities have not stopped resistance strongholds from taking root on planets across the galaxy. Even on the most loyal of worlds signs exist of spreading resistance efforts and their struggles against the Empire.

This chapter provides players and Game Masters information on many such locations, all of which are associated with the growing resistance that will soon become an outright civil war. It features places such as doomed Alderaan, barren Atollon along with Chopper Base, the haunted world of Dathomir, holy Jedha, rebellious Lothal, the secretive Ring of Kafrene, and dread Malachor. It also covers the Death Star itself, along with the secretive planet Scarif where much of the final construction and testing of the battle station has been taking place.

Game Masters gain new important and memorable NPCs, from a young Princess Leia Organa to Director Orson Krennic, to use when players visit these areas. Many of these locations also include modular encounters. These short, self-contained adventures can be integrated into ongoing campaigns or serve as the spark to launch new ones.



ALDERAAN

Astronavigation Data: Alderaan system, Alderaan sector, Core region

Orbital Metrics: 364 days per year / 18 hours per day

Government: democracy

Population: 2 billion (humans 95%, other 5%)

Languages: Basic

Terrain: forest, plains

Major Cities: Aldera (capital), Crevasse City

Areas of Interest: Mountain Palace, Crevasse City

Major Exports: wine, art, and other luxury goods

Major Imports: assorted manufactured goods, electronics

Trade Routes: Commenor Run

Special Conditions: none

Background: As one of the most prominent Core Worlds for thousands of years, Alderaan has long been honored as a place of culture, higher learning, and the arts. Beings from harsher worlds might regard it as a paradise, given its comfortable climate, dramatic mountain ranges, wide-ranging plains, and picturesque landscapes. While the world cannot faultlessly live up to all of the accolades bestowed upon it, the planet and its people certainly seem to aspire to their reputations.

Alderaan's Republic and Imperial Senators have served their constituents here and across their sector well and have fought for the betterment of beings throughout the galaxy. The world has a prominent royal family, in keeping with long tradition, but it is actually governed as a democracy. Even so, the nobility often hold prominent positions within the government, and their influence extends into public, economic, and social matters.

Since the Clone Wars and the rise of the Empire, Alderaan's government has officially promoted and pursued peaceful solutions. These pacifist ideals extend to an outward refusal to arm itself or employ a massive military. This position gives Alderaan's government and Imperial Senators cover for pushing back against Imperial edicts while still claiming loyalty to the Empire and avoiding a military crackdown.

Alderaan's cities and towns are spread across the planet. The nobility, other powerful individuals, and large corporations often keep impressive residences and estates high in the world's dramatic mountain ranges. The best known is likely House Organa's Mountain Palace, which serves as both a home and a political meeting center.



Alderaan's history stretches far back to the early days of the Republic, if not before that era's ancient establishment. While the world has been largely populated by humans, its earliest inhabitants are shrouded in the mysteries of time.

SECRET OPPOSITION

The day Chancellor Palpatine established the Empire, Senator Bail Organa and Alderaan became its secret foe. Organa had served the doomed Republic faithfully and visibly. This reputation helped him successfully establish himself as an apparent supporter of the Empire. While he did what he could to mitigate Imperial domination in the new Imperial Senate, he used his position and power to covertly and directly move against the Imperials. Alderaan became his hub, concealed under the guise of pacifism. Organa used Alderaan's official and unofficial resources wherever possible. He and his compatriots pushed back against the Empire publicly as far as they could, and broke the rules privately whenever they could get away with it. Despite all their precautions, Bail's agents have not completely escaped Imperial notice, setting up an ongoing cold war between Imperial and Alderaanian officials.

BEACON OF LIGHT

Alderaan is one of the galaxy's rare beacons of light in these dark days of the Empire, in more ways than one. Worlds seeking peace and support in the face of Imperial transgressions usually find Alderaan to be as formidable and influential a public ally as can be found under the oppressive government. Resistance fighters in the know are aware that Alderaan and Bail Organa's clandestine support and leadership is critical to their ongoing efforts and, hopefully, their ultimate success against the Empire.

HISTORY

It is widely held that Alderaan's habitation predates the establishment of the Republic, and perhaps even the dawn of its human population. As with all long-standing worlds of the former Republic, its history is a mixture of legend, accurate stories, wild tales, and obscured knowledge. Though the Republic typically helped worlds maintain accurate records, eroding values and corruption made it susceptible to manipulation, even when archiving accounts of Alderaan's legendary high culture. The Empire, of course, has no compunctions against altering records to fit its narrative, though even it must tread lightly with regard to well-known public events.

Alderaan's political position and reputation traditionally keeps it at the forefront of galactic politics. At home, Alderaanians strive to protect their planet from exploitation and destructive policies. They tend to build their cities and urban areas in ways that preserve the world's ecology. Mountain cities, towns in canyon crevasses, and settlements mounted on stilts over Alderaan's picturesque waters are a few examples of such efforts. Alderaan certainly has its share of industry and urbanization; it just takes more care in its development and planning than do most other worlds.

During the Clone Wars, Senator Bail Organa and the Alderaanian leadership were firmly allied with the Republic as Loyalists. However, their desire to defeat the Separatists and end the war did not blind them to the growing powers of Chancellor Palpatine. During the fighting, Alderaan also played an important role in easing the suffering of those caught in combat zones and of refugees fleeing the same.

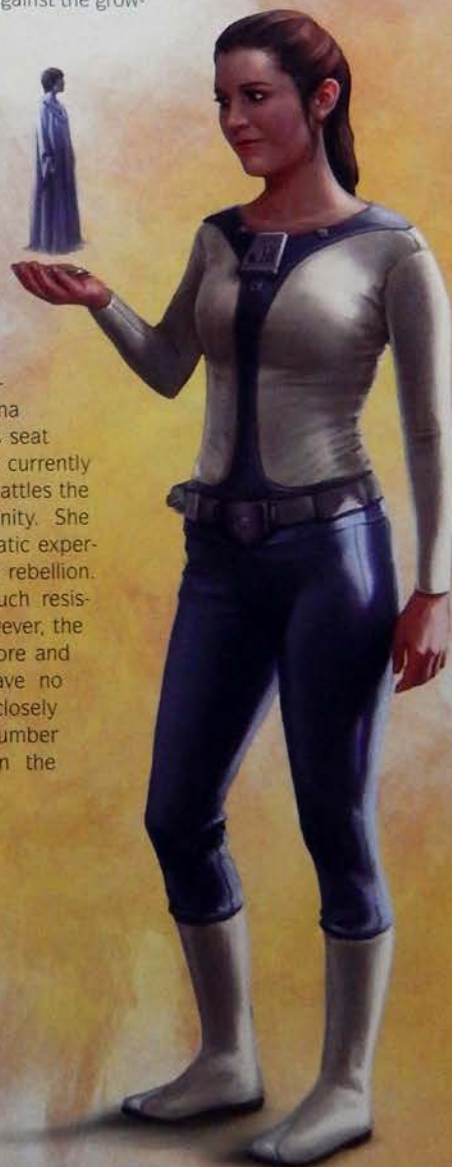
Palpatine's establishment of the Empire was not the outcome that Alderaan's people or leadership expected or desired. Imperial power and the massive Imperial military meant the Alderaanians had little choice but to accept the grim new reality. The planet now fights to keep its culture and values intact amid escalating Imperial cruelty and exploitation. Publicly, Alderaan fosters the belief that it was so horrified by the brutal Clone Wars that it has largely demilitarized. Peaceful negotiation and public discussion are promoted as a more civilized way forward. These efforts have made the planet appear to be less of a threat to Imperial power.

PEOPLE AND CULTURE

Alderaanians are known primarily for their peaceful demeanor, but also for their enjoyment and creation of luxury goods. Fine wine, high fashion, outstanding cuisine, and breathtaking architecture are among the most visible examples. The culture and the world have long drawn artists and other creatives. Much of the populace has also adopted the pacifist ideals and policies promoted here. Those eager to directly oppose the Empire find ways to use their talents, whether as part of diplomatic efforts or by joining the Rebellion.

Most Alderaanians support the nobility despite Imperial efforts to discredit it. In the Senate, Bail Organa has vowed to keep battling against the growing Imperial abuses elsewhere in the galaxy, while promoting pacifist policies at home. While these policies undoubtedly help Alderaan avoid harsh treatment by the Empire, they also provide convenient cover for Organa's real aim—the fall of the Empire.

Alderaan's people supported the young Leia Organa as she assumed Alderaan's seat in the Imperial Senate. She currently both openly and covertly battles the Empire at every opportunity. She skillfully wields her diplomatic expertise to aid and expand the rebellion. Despite efforts to keep such resistance activities secret, however, the Imperials are becoming more and more suspicious. They have no firm proof—yet—but are closely monitoring the growing number of rebellious elements on the nominally peaceful world.



PRINCESS LEIA ORGANA [NEMESIS]

The Alderaanian princess is already well known to be as outspoken and politically savvy as her famous father. Although she is very young to hold a position of power as great as that of an Imperial Senator, she has had a lifetime of training for the role. She embodies all of Alderaan's values and strengths, along with Bail Organa's political skill and desire to bring an end to the Emperor and Empire. She actively uses her diplomatic status and travel opportunities as cover to support resistance activities, whether for recruitment, acquisition of supplies, delivery of information, or even to personally join a fight when necessary.



Skills: Charm 2, Coercion 1, Cool 2, Deception 3, Discipline 1, Knowledge (Core Worlds) 3, Knowledge (Education) 3, Knowledge (Underworld) 1, Leadership 2, Melee 1, Negotiation 3, Perception 3, Ranged (Light) 2, Streetwise 1.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Convincing Demeanor 1 (remove ■ from any Deception or Skulduggery checks), Force Rating 1, Intimidating 1 (may suffer 1 strain to downgrade difficulty of Coercion checks once or upgrade difficulty of Coercion checks made against this target once), Nobody's Fool 2 (upgrade difficulty of all Charm, Coercion, and Deception checks targeting Princess Leia twice).

Abilities: Take Charge (when making a skill check, Princess Leia may spend ☉ ☉ to let one ally within medium range immediately perform a maneuver as an out-of-turn incidental. She may spend ☉ to let all allies within medium range perform a maneuver as an out-of-turn incidental instead.)

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), datapad, diplomatic comlink, secret encrypted comlink.

POINTS OF INTEREST

As a world of the arts, wisdom, and learning, Alderaan attracts artists, scholars, researchers, and others drawn to intellectual pursuits. The world is known for its politics, universities, love of the arts, and rule of law, so it does not naturally attract the seedier elements common to less refined locations. Underworld elements exist, as they do throughout the galaxy, but they have less influence and visibility.

ALDERA

The capital of Alderaan is as scenic a city as one would expect on a world regarded as a jewel of the galaxy. A collection of gleaming, rounded, white structures encompasses the city, which sits on a large island on a lake. Aldera's starport is one of the best in the Core Worlds. In addition to

hosting the world's government, the city is also home to the renowned University of Alderaan. The university is but one of the many academic, medical, and research institutions that attract students and experts from across the galaxy.

Aldera has skilled security forces. Its officers employ non-lethal law enforcement techniques, though, adding to Alderaan's reputation a peaceful world. Troublesome visitors are not tolerated long, and exceptionally difficult lawbreakers are either detained or escorted from the planet. While this demonstrates Alderaan's pacifist ideals, it also makes for good cover for secretly escorting craft belonging to resistance groups from the surface without attracting undue attention from Imperial forces.

MOUNTAIN PALACE

Mountain retreats and palaces have long served as status symbols and defensible holdouts for Alderaan's royalty and wealthy citizens. Often built high in the dramatic mountain ranges, the palaces cannot typically be reached quickly or easily via ground travel. While the world is home to many such estates, House Organa's is regarded as the quintessential Mountain Palace.

The Mountain Palace serves as Organa's residence, base of operations, and political center. During the Clone Wars, representatives from across the galaxy traveled there to attend conferences and engage in negotiations concerning the refugee crisis and a multitude of lesser but still important issues. Now, the palace naturally serves as a top secret meeting place for rebel leaders and sympathizers. Security is paramount, and not everyone living or employed on the estate is in the know.

CREVASSE CITY

Crevasse City is the first and largest of Alderaan's canyon cities. It is built right into the rock walls of a massive canyon, concealing everything from dwellings to heavy industry underground. Its unusual structure and picturesque landscape make it a popular tourist spot, complete with fine hotels and resorts. Crevasse City has no starport of its own, relying instead on Aldera's facilities.

SANCTUARY COAST

Sanctuary Coast is a sprawling city built on massive metal stilts on the edge of a large inland sea. Originally founded by individuals fleeing ancient Republic wars, the city revived its venerable traditions and welcomed refugees of the Clone Wars. With the rise of the Empire, the flow of refugees slowed and began to encompass individuals fleeing Imperial oppression. For as long as aid is needed, the leaders of Sanctuary Coast are committed to continue offering their assistance. The Empire keeps special watch on this city, looking for individuals on its ever-widening wanted list. Sanctuary Coast's regular starship traffic, though, helps conceal the occasional comings and goings of anti-Imperial agents and ships.



MODULAR ENCOUNTER: MERCY MISSION MISDIRECTION

House Organa is known for its willingness to aid those in dire straits. The Empire suspects, not incorrectly, that many of these missions at best serve a dual purpose and at worst are only cover for rebel activity. In this encounter, the Player Characters help load several large ships with supplies for the planet Ibaar. The cargo includes military-grade surveillance systems to help rebels and sympathizers detect incoming Imperial ships and patrols. ISB agents soon arrive, supporting an unexpected customs inspection. A member or known agent of House Organa is on site, personally overseeing the illicit work. The PCs must prevent the ISB agents from discovering the equipment or anyone from House Organa.

INVOLVING THE PLAYERS

This encounter may take place anywhere with a starport or space station, as long as part of the facility is isolated enough for clandestine activity and it has a collection of corridors, ducts, or other labyrinthine elements. The PCs should be part of a rebel cell or individuals who are extremely sympathetic to the cause or unquestionably loyal to House Organa. They may be part of the loading crew or security team, or owners or crew members of a starship being loaded. While the starships are medium freighters, a smaller vessel (such as a PC's ship) might be introduced to carry a special cargo or provide escort duty.

ROYAL INSPECTION/ SURPRISE INSPECTION

Bail Organa has ordered that the *Cargo Sky* and *Cargo Comet*, a pair of *Wayfarer*-class medium transports, be loaded with food and supplies for the world of Ibaar, which is under an Imperial blockade. On Ibaar, workers struggle to meet rising quotas while the Empire doles out resources that have been critically reduced as punishment for having pursued rebel aid. What few resources there are function as incentive to work. Organa is also sending some old military-grade sensors to give the sympathizers additional warning when Imperial patrols near their distribution centers.

Princess Leia is secretly overseeing the loading of the supplies in the chaotic Sanctuary Coast Starport. All the supplies are kept in a warehouse adjacent to the landing bay holding the ships. Princess Leia is hidden behind large cargo containers, inspecting the concealment of the sensors under bulk food packages, when six Imperial Customs and ISB agents appear both at the landing bay and the warehouse. The agents demand all relevant licenses and manifests, as well as identification from everyone in these locations. The agents strongly suspect what is truly going on and would normally be making arrests, but Bail Organa's clout and station prevent this without definitive proof.

Some of the PCs must escort the princess to safety as finding her here would compromise her secret activities to support resistance efforts. A few other PCs might continue to distract the Imperials and work to convince them the mission is legitimate. They must play a game of cat and mouse through stacks of cargo to sneak the princess out of the enormous cargo bay. If they're caught, they must try to talk their way out of the situation or distract the agents while the princess sneaks off. If they refuse to comply, fight, or otherwise make trouble, the agents don't hesitate to call in a squad of stormtroopers waiting outside.

Outside of the cargo bay, the PCs have two choices for escape routes. First is a puzzle-like collection of warehouses and service corridors that eventually lead to a back entrance where a getaway speeder awaits. However, Imperial probe droids patrol the area in support of the customs operation. This route requires **Average** (◆◆) **Agility checks** with upgraded **Hard** (◆◆◆) **Stealth checks** to avoid the droids' notice.

An alternative path leads the PCs below the surface of the enormous platforms that support Sanctuary Coast. They must traverse a precarious tangle of old catwalks and service platforms until they can reach a safe way up, requiring **Hard** (◆◆◆) **Coordination checks**. They might perhaps find a service speeder that will allow them to fly out from under the city. Vagabonds and criminals might make this more difficult, adding ■ or upgrading the difficulty of Negotiation checks to arrange passage.

DENOUEMENT

Award 5 XP if the PCs succeed in escaping with the princess, and another 5 XP if the ISB agents fail to find just cause for preventing the mission and arresting the crews. The PCs may, if they wish, rejoin the crews and help run the Imperial blockade at Ibaar. If they became a major distraction for the ISB, they might lead the investigators on a wild goose chase through Sanctuary Coast or offworld.



ATOLLON

Astronavigation Data: Atollon system, Lothal sector, Outer Rim Territories

Orbital Metrics: 505 days per year / 29.5 hours per day

Government: none

Population: 438 (humans 77%, Twi'lek 19%, other 4%)

Languages: Basic

Terrain: desert, mesas, coral formations

Major Cities: none

Areas of Interest: Chopper Base, Bendu's valley, krykna hives

Major Exports: none

Major Imports: technology, food-stuffs, starships, weaponry

Trade Routes: secret Phoenix Cell route

Special Conditions: hot, dry surface climate

Background: A desolate desert world, in the Outer Rim, Atollon lies in an uncharted region of the Lothal sector. City-sized mesas topped with coral formations several kilometers tall break up its otherwise endless sandscape. While the climate is uncomfortably arid, the atmosphere is breathable by most humanoid species, and mesa springwater is just below the surface.

Despite Atollon's ability to support life, it has had no recorded surveys or settlements. Instead, creatures like the gruesome, spiderlike krykna and the snail-shaped dokma they prey upon thrive across the planet. The coral is also alive, feeding on the mineral- and microbe-rich mesa springwater. Convorees roam Atollon as well, and while the owl-like creatures are certainly not native to the desert planet, they too have found a way to survive.

The Phoenix Cell of the growing resistance movement recently came to Atollon to found a base of operations. Situated atop what Phoenix Cell's resistance fighters call the Coral Mesa, Chopper Base provides an unobstructed view all the way to the horizon line. While most of the cell's members still bunk on a ship in their fleet, many have transferred to Chopper Base. Others take a shuttle dirtside during off hours to get fresh air into their lungs and sand under their boots for a bit in order to stave off cabin fever.



FINDING ATOLLON

Initial surveys of the Lothal sector listed the nearby Atollon system, but its remote location and dearth of interesting planets left the system undisturbed. The ancient Lasat databases did include the star's coordinates and some details on the planet, however. In addition, the Lasat Boosahn Keeraw, or Warrior Way, who attached great significance to stellar constellations, encoded stellar information into their weaponry. The Lasat called the system's star "Ashbo," a word that roughly translates to "steady" or "balanced." Lasat following the old ways used Ashbo's constant position in Lasan's night sky to navigate by bo-rifle.

While AP-5 of Phoenix Cell blazed a new hyperspace route to Atollon and it was made into a new base, the passage is a closely guarded secret. However, a character who has the coordinates can attempt a hyperspace jump with a **Hard** (◆◆◆) **Astrogation check**, with added because the route has been neither secured nor cleared. Once the route is mapped, decrease the difficulty of the check once, or twice if the party acquires the secret route from Phoenix Cell.

ISLAND OF RESISTANCE

Atollon is the latest headquarters for Phoenix Cell, the heart of the resistance movement's forces in the Lothal sector. Although the world was thought to be lifeless, members of the cell soon learned that there is far more to Atollon than sand and coral-topped mesas. A host of challenges and mysteries await those strong enough to brave the endless deserts.

HISTORY

The remote Atollon system historically received so little attention that Republic and Imperial databanks had no record of the fact that the system has habitable planets. The desperate need to relocate Phoenix Cell's base from its temporary location on Garel later led to this planet's role in the growing rebellion. Only when AP-5, a droid serving as quartermaster at an Imperial installation, compared Imperial and Republic databanks to Chopper's Lasat star charts did the rebellious droid recognize the system's suitability to host Phoenix Cell's fleet. With little chance of Imperial discovery, the cell relocated to Atollon three years before the Battle of Yavin. Commander Sato's fighters have operated from the desert planet ever since.

PEOPLE AND CULTURE

Rebel Commander Jun Sato leads Phoenix Cell, an element of the broader resistance movement created in part by Alderaanian Senator Bail Organa. Sato commands his fleet of corvettes and cruisers from the *Quasar Fire*-class light carrier *Liberator*, which carries Phoenix Squadron, a group of A-wings with elite pilots. Commander Sato has also allied himself with Captain Hera Syndulla of the *Ghost*. Her crew includes several elite operatives willing to take on the most dangerous assignments. This partnership has been a boon to recruitment, attracting talents like the former clone trooper commander Rex and ex-Imperial cadet Wedge Antilles. The rebels of Atollon are loyal, professional, and determined to make a difference in the fight against the tyrannical Empire.

POINTS OF INTEREST

The sandy surface of Atollon, though largely uninhabited, features imposing mesas that support forests of massive coral formations housing a number of life forms.

CORAL MESA

Coral Mesa is one of the larger mesas on Atollon, stretching several kilometers into the air, with a broad, flat surface large enough to support an entire city. All across the mesa, gigantic coral formations grow, drawing on underground springs for sustenance. The complex configurations offer an almost limitless foundation from which to expand Chopper Base onto additional branches or to other coral growths, if desired, or to support new landing pads or storage facilities.

PHOENIX COMMAND

From Chopper Base, Phoenix Cell launches a variety of resistance missions, each watched closely by Commander Sato from his Atollon command center or the bridge of his flagship. The base is critical to the massing and maintenance of his growing fleet, and secrecy is its most important asset. To provide early warning in the event of discovery, Phoenix Cell undertakes near-constant patrols of the system, as well as recon missions of systems on the nearest hyperlanes.

Of course, these rebels can't succeed on defense alone. Commander Sato frequently deploys Phoenix Squadron, the *Ghost*, and other capital ships on daring raids against Imperial targets throughout the sector. The raids might capture desperately needed supplies, or merely destroy them in an act of asset denial. Thrill-seekers among Phoenix Cell operatives accept dangerous missions of undercover infiltration, prison breaks, and shipjackings, too. These high-risk, high-reward missions are anathema to Commander Sato, who favors less dicey strategies, but Captain Syndulla and her sometimes-reckless crew have influenced Sato more than he'd like to admit.

CHOPPER BASE

The scouts of Phoenix Cell selected one branch of one of the larger coral formations in the center of Coral Mesa as their headquarters. The branch is nearly three hundred meters long and almost as wide. The coral is sturdy enough to bear the immense weight of multiple starships, and it is often shaded from the punishing heat by a higher tier of branches.

Chopper Base was constructed from salvage and loot taken from a stolen Imperial cargo transport. The base's main feature is a series of landing pads needed for maintaining the fleet. Phoenix Cell engineers used empty cargo containers obtained from the stolen freighter to rig up a command center and other support facilities near the coral formation's central stalk. While krykna attacks were an early obstacle for the newly stationed personnel, several of the stolen containers had sensor markers that seemed to deter the krykna. The cell members eventually erected a series of sensor markers that act as a fence around the mesa to provide early warning and keep the spider-like creatures at bay.

The base now houses many dozens of personnel at any given time. Its numbers fluctuate frequently as new recruits are found, members are lost in missions against the Empire, and supply ships fly in and out. It also hosts a wide range of support personnel such as the logistics droid AP-5, plus several landspeeders to venture outside the base and scout for Imperial detection efforts.

COMMAND CENTER

Commander Jun Sato's command center is a makeshift, but functioning, operations center built within the shadows near the coral branch's central stalk. Two defense turrets protect the base from TIE fighter attack, and a dozen barricades provide covered shooting positions for use in the event of Imperial assault. Sato ordered other containers moved into defensively advantageous positions and filled with sand to provide a measure of protection from bombardment.


The ops floor has two tactical holomaps, several workstations, and a large wall screen for displaying tactical charts and data. The crafty technicians of Phoenix Cell cut some containers and welded makeshift counters to the walls of the command center to form additional floor workstations. They converted other containers into areas for private workstations, offices, and briefing rooms. From this location, Commander Sato plans and oversees the many raids, patrols, and other missions launched from Chopper Base, utilizing the fleet's comms equipment to relay secure signals from across the sector to his ops floor.

LANDING PADS

The landing pads consume most of the available space on Chopper Base's large coral branch. Here, Phoenix Cell technicians conduct repairs too dangerous to perform in orbit, and crew members stretch their legs and replenish ship stores. The outermost pad, known as the repair pad, often supports one of the fleet's Corellian corvettes as well as two alert A-wing interceptors. The second landing pad sits further back, adjacent to the command center. Smaller than the repair pad, the command pad can support up to two ships around one hundred meters long, although the *Ghost* takes up a large space on the pad.

SUPPLY DEPOTS

Some of the most vital locations at Chopper Base are perhaps the most overlooked. These are the precious supply depots, ranging from pallets of munitions and rations to storage and cargo bays. Here members of the cell can find proton torpedoes, blaster recharges, thermal detonators, ion mines, and more to support missions. As the base is loath to dispose of any damaged or antiquated technology, given the lack of adequate replenishment support, much space is also allocated to housing faulty engines, fried computer consoles, and more to await the attentions of mechanics with some spare time. There is even a stolen shield generator awaiting final assembly and testing, powerful enough to protect the entire base.



Though few venture into these areas unless in need of replacement weapons or rations for the next meal, they are the most cherished part of the base to AP-5. Sadly for the droid, however, gaining any support for proper inventory efforts at the base is a never-ending source of frustration.

KRYKNA HIVES

Beneath the surface of the rocky mesas of Atollon, krykna spiders excavate tunnels to access subterranean springs. Some of these tunnels have turned into sprawling hive warrens as krykna communities have grown. The high-ceilinged tunnels are often uneven, with pitted recesses and shafts branching in every conceivable direction. Some of the tunnels even lead directly into the coral formations.

One particularly complex krykna hive exists near a valley where Bendu resides. Here, a winding series of caverns leads to a central sleeping area. The deepest, darkest chambers store live food, either wrapped in webbing or simply clutched in the legs of a sleeping spider. Hatching chambers, sentry-post alcoves, and water access occupy other cavern chambers throughout the hive.

FRESHWATER SPRINGS

Deep beneath Atollon's surface, subterranean waters that once may have covered the world lie trapped beneath sand-cloaked rock. When conditions are right, underground magma heats the water to boiling, forcing it toward the surface via the path of least resistance, often the sedimentary rock of the mesas. As such, many of the mesas have hot-spring caverns just beneath the surface. The filling and emptying of such chambers is critical to life on Atollon; the chambers support the krykna, the dokma, and the coral with their mineral-rich waters.

BENDU

Bendu is a mysterious entity that claims to exist between the light and dark sides of the Force, which he refers to as the Ashla and the Bogan. He is a gargantuan figure, easily ten meters tall, clothed in coral armor that blends into the landscape. While he is vaguely humanoid, his broad, flat nose; horizontally extended ears; and long orange beard are decidedly non-human. It is possible he can transform into even more powerful forms of elemental power. The creatures of Atollon seem to obey Bendu's will, though whether due to control or cooperation, no one can be certain.

Seventeen years after the end of the Clone Wars, Bendu revealed himself to Kanan Jarrus, claiming the would-be Jedi's internal conflict had roused him from a long slumber. He was able to call out to Kanan through the Force, luring the Jedi to a small amphitheater on a nearby mesa. Little is known about Bendu, but he is strong in the Force, and seems able to influence Jedi as easily as krykna. His motives are his own, but the Force users of Phoenix Cell have grown to trust him.

Bendu is more a narrative device than a standard NPC, and thus he doesn't have a regular profile. For PCs on Atollon, he can serve as a wonderful source of atmosphere and wisdom. He shouldn't offer solutions, but instead nudge PCs in the right direction. GMs are encouraged to use Bendu sparingly, though, so as to not diminish his mystery. He should be available to Force users, but perhaps not every time they seek him out. Bendu can provide cryptic hints as to future developments (perhaps of campaigns to come), offer guidance on using the Force to those seeking it, or even help PCs discover their own sensitivity to the Force.

During lower tides, it is possible to walk inside the stadium-sized underground chambers. Daring Phoenix Cell members have taken to enjoying the hot springs on their off time despite Commander Sato's having declared them off limits due to the danger of krykna spiders. While no personnel have gone missing on such excursions yet, the practice is only one malfunctioning sensor marker away from disaster.

BENDU'S VALLEY

Not far from Chopper Base is another mesa topped with small blades of coral no higher than two meters. Krykna and dokma are more prevalent on this mesa, though they seem strangely at peace with each other. Toward the mesa's center is a ring of nearly a dozen steps down into an open, flat space; no one knows whether ancient winds or hands carved them. Any ruins that might have confirmed ancient architecture have long since eroded to dust. A krykna hive entrance swallows up sunlight on the far side of the area, and a constant trickle of pale spiders skitters in and out. Convores are a common sight near the clearing, too, watching newcomers with an almost sentient interest.

ZEB'S HIDEOUT

Between the command and repair pads, on a small outgrowth from Chopper Base's main branch, is Zeb's Hideout, a place where the *Ghost's* resident Lasat goes to relax from his duties as the base's Chief of Security. The hideout is an empty green cargo container with some of Zeb's personal effects inside. An external counter welded beneath a makeshift shade functions as a bunk or workspace. Zeb has found a receiver, which he often tunes to epic, inspirational music. Most members of Phoenix Cell have learned the hard way not to disturb Zeb when he's relaxing, unless it's an emergency, and only his closest friends dare to interrupt a nap or sunset.



AP-5 [RIVAL]

A prickly RA-7-series protocol droid with masculine programming, AP-5 was a navigator and military analyst for the Republic Navy during the Clone Wars. He supported several deployments and served at the Battle of Ryloth. When the Galactic Empire came to power, it deemed AP-5 obsolete and reassigned him to a bulk freighter as quartermaster. Many years after the Clone Wars, a now depressed and irritable AP-5 befriended fellow Clone Wars veteran Chopper, Phoenix Cell's astromech droid.

After some convincing, AP-5 accepted Chopper's invitation to join Phoenix Cell. Finally fulfilling his primary programming again, AP-5 cross-referenced Imperial, Republic, and Lasat astrogation charts to determine a safe haven for Phoenix Cell, deciding on Atollon. His brave actions saved Chopper's friends, and as a result AP-5 was given the role as Chopper Base's quartermaster where his logistical expertise helps bring order to the often chaotic supply situation at the base. He also provides Commander Sato with intelligence analysis. While AP-5 has never felt better, his gratitude expresses itself as dry insults and biting sarcasm.



Skills: Astrogation 3, Coercion 1, Computers 2, Knowledge (Education) 2, Knowledge (Outer Rim) 3, Perception 3.

Talents: Galaxy Mapper 2 (remove ■■ from Astrogation checks, which take half the normal time). Improved Researcher (on a successful Knowledge check, AP-5 and allies receive ☺☺ on future related checks, until the end of AP-5's next turn), Researcher 2 (remove up to ■■ from Knowledge checks; researching takes half the normal time).

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons and toxins), Sarcastic Wit 2 (add ■■ to any Charm, Coercion, or Negotiation checks made to influence AP-5).

Equipment: Cargo manifest datapad, droid plating (+1 soak)



KRYKNA [MINION]

Often referred to as a spider, the two-meter-tall krykna is unlike most arachnids. While it shares a similar appearance and a limited ability to create webbing, the krykna possesses only six limbs and cannot generate venom. Its vertically-oriented body is pale and fleshy, but surprisingly resistant to blaster fire. The creature's terrifying visage features two large, glassy black eyes atop a beaked mouth flanked by twitching mandibles.

Krykna thrive and lay eggs within the tunnels in and under the massive rocky coral growths covering Atollon's surface. They only venture out to search for food, subsisting on skittish dokma snails, though the krykna are willing to dine on anything that stinks of fear. Far from invincible, krykna have an intense aversion to the radiation emitted from standard sensor markers, allowing base personnel to erect an invisible barricade that keeps them out.



Skills (group only): Athletics, Brawl, Perception, Vigilance.
Talents: None.

Abilities: Electromagnetic Sensitivity (krykna spiders must retreat to short range or farther from active sensor markers), Empathic Aggression (krykna ignore targets who make an **Average** (◆◆) Discipline check as an out-of-turn incidental and thus control their fear and aggression; upgrade the difficulty of the check for recently generated Conflict as per the **FORCE AND DESTINY** Core Rulebook, displays of hostility and aggression, or related negative emotional states).

Equipment: Pincer (Brawl; Damage 5; Critical 4; Range [Engaged]; Ensnare 1, Knockdown), Webbing (Ranged [Light]; Damage 1; Critical 3; Range [Short]; Ensnare 2).

DOKMA [MINION]

The skittish dokma are cute quadrupeds covered almost entirely by a protective shell—only their feet and eyestalks suffer Atollon's harsh environment unshielded. The dokma life cycle is one of constant migration. Born in underwater aquifers, dokma shed their first shell after weeks of drinking the mineral-rich subterranean waters. Eventually, they seek the surface and wander the coral.

Once they find an appropriate location, dokma shed their shell and latch onto surface coral like a barnacle. There, they are able to siphon sustenance from the coral, grow, and create a new shell. After a dokma's new shell is complete, it migrates to a new coral formation, seeking a mate. If it is successful, the pair locates a subsurface lake to host their offspring; otherwise, the dokma continues wandering the surface and watching for hungry krykna.



Skills (group only): Charm, Perception, Survival, Vigilance.

Talents: None.

Abilities: Defensive Shell (as a maneuver, may fully tuck into its shell, adding +1 defense but preventing the creature from moving until it spends another maneuver to re-emerge).

Equipment: Dokma shell (+2 soak, +1 defense).

CONVOR [RIVAL]

Small flying creatures found throughout the galaxy, convorees have large, wise eyes, which has spawned numerous superstitions about their roles as harbingers, avatars, or spirit guides. Their short, plump, feathered bodies end in a long, prehensile tail. The creatures hunt alone or in groups of two or three. Their tail and flight strength are greater than they appear: three convorees can lift predators as large as a momong with enough effort. On Atollon, they have mysteriously appeared alongside Bendu. They have also been sighted on Malachor and other worlds in conjunction with Force-related occurrences.

Convorees are popular as pets, particularly on Kiros, where they have a unique, gold-plumed convor breed. Some owners train them as hunting birds. Perhaps more so than other cultures, the Togruta once placed symbolic significance on convorees. Ancient heroes in Togruta mythological writings saw these creatures as reincarnations of deceased ancestors sent to guide the living in times of need. Togruta funerals often culminate in the presentation of a convor hatchling to the bereaved family.



Skills: Brawl 4, Perception 3, Survival 3, Vigilance 2.

Talents: Adversary 2 (upgrade the difficulty of all combat checks against this target twice).

Abilities: Calming Presence 2 (as a maneuver, a convor may allow an ally within medium range to remove up to ■■ from a Discipline or Cool check that the ally makes later in the same encounter).

Equipment: Prehensile tail (Brawl; Damage 1; Critical 4; Range [Engaged]; Ensnare 2).

MODULAR ENCOUNTER: BASIC NEEDS

While the PCs are visiting Chopper Base, Commander Sato asks them to help repair malfunctioning perimeter sensor markers. As they make the repairs, the PCs discover a tunnel leading back to Chopper Base. Hopeful that the tunnel can serve as an emergency evacuation route, Sato orders an investigation. Unfortunately, the PCs discover a krykna hive!

INVOLVING THE PLAYERS

Players might visit Chopper Base for any number of reasons. Smugglers and mercenaries might have contracted with the resistance movement to transport supplies, while resistance agents might be on Atollon under orders. The mysterious Bendu might call Force users to Atollon, but they must earn Sato's trust if they wish to explore the planet unescorted. Regardless, PCs should feel compelled to visit the base, whether for credits, to fulfill their duty, or to avoid trouble.

SATO'S ORDERS

After the party has arrived at Chopper Base and had time to rest, read or paraphrase the following aloud to the players:

A stern, serious rebel with a military bearing approaches you. "I'm glad you're still here. I am Commander Sato, and I have a problem I hope you can help us with. Two of our sensor markers just went down on the eastern dunes, and no one else is available to check it out. It's probably just a malfunction, but I need confirmation. Will you help us?"

Sato expects members of his resistance cell to obey orders without hesitation, but characters outside his command may require incentive. PCs can negotiate payment for their services with an opposed social skill check, but all Commander Sato can offer is to refuel and resupply the party's ship or provide 1,500 credits' worth of spare parts. Once the PCs agree, Commander Sato offers the use of the base's well-used cargo skiff.

PHOENIX CELL'S CARGO SKIFF

Imperials once used this sturdy cargo skiff to ferry munitions, equipment, and crew around fighter bases. Stolen in one of Phoenix Cell's many daring raids, this skiff took some damage during its use as a makeshift escape vehicle. Cell engineers eventually offloaded the skiff at Chopper Base, and Sabine Wren has ensured its previously boring exterior is now a kaleidoscope of color.

OTHER BASES

Whenever a resistance cell establishes a base, personnel immediately begin fortifying it and creating an evacuation plan to follow in the event of Imperial discovery. The structure of this modular encounter can easily be adapted for rebellious strongholds at other locations, such as Dantooine or Yavin 4. Swapping out the terrain and finding a suitable local creature is all that is required.

To change the setting to an icy planet, descriptive text might depict endless snowdrifts instead of Atollon's desert terrain. The tunnel might be an icy cavern filled with wampas or wild (but tamable) tauntauns. Jungle worlds might feature gundarks and a subterranean river. The fact that the passageway is newly discovered means the encounter also works at well-established bases.

3	2	-1	DEF. FORE/PORT/STARBARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	0 - - 0	1
			HT THRESHOLD	SS THRESHOLD
			5	8

Vehicle Type/Model: Cargo Skiff/Loadmaster 3.
Manufacturer: Santhe Passenger & Freight.
Maximum Altitude: 2 meters.
Sensor Range: None.
Crew: One pilot.
Encumbrance Capacity: 80.
Passenger Capacity: 8.
Price/Rarity: 1,200 credits/4.
Customization Hard Points: 3.
Weapons: None.

THE FIRST MARKER

Once the PCs are ready to depart, read or paraphrase the following aloud to the players:

The repulsors cough, rattle, and eventually hum to life, raising the skiff shakily off the ground. You load three replacement sensor markers aboard and set out under the midday sun. The heat outside the protective shade of Coral Mesa is punishing, and you find no refreshment in the breeze of baked air as the skiff lumbers toward the first marker.

While speeding toward the first marker, the party must succeed at an **Easy** (◆) **Resilience check** to resist the heat, with ■ to account for the midday sun. Failure imparts ■ to all checks made while under the sun. As the party approaches the first sensor, read or paraphrase the following aloud.


Sand kicks up as the skiff nears the first marker. When the dust settles, horrifying creatures with towering, lumpy, pale bodies atop six spindly legs bounce and thrash around the site, clearly agitated. The sensor marker lies underfoot, damaged and sparking.

Two minion groups of three krykna spiders each surround the malfunctioning unit. The PCs can fight the spiders, or keep them at bay with active sensor markers from the skiff. After one round of combat, PCs notice several more minion groups approaching at long range. Repairing the sensor marker requires a successful **Hard (◆◆◆) Mechanics check** to repair the physical damage, followed by an **Average (◆◆) Computers check** to reboot the sensor.

Once PCs repair and reboot the unit, it holds the spiders back, but PCs must still secure it firmly in the ground. If they are unable to repair it, they can instead set a fresh sensor unit. Planting a sensor marker firmly in the ground requires an **Average (◆◆) Athletics check**. An **Average (◆◆) Computers check** is then needed to tune the sensor to the frequency needed to repel the krykna.

KRYKNA SPIDER SURPRISE





The party arrives at the second marker only to find it smashed to pieces. The first character to approach feels the ground shift underfoot and must make a **Hard (◆◆◆) Athletics or Coordination check** to avoid falling from short range.

The event reveals a dimly lit tunnel. An **Average (◆◆) Perception, Survival, or Knowledge (Xenology) check** reveals that the path very likely heads back toward Chopper Base.  reveals the tunnel is actually a natural water siphon for the alien coral. As the party recovers, Commander Sato comms for a progress report. After the party updates him, read or paraphrase the following aloud to the players:

"...the" the small hologram of Commander Sato says, stroking his chin. "If that passage continues all the way to the base, we can use it as an evacuation tunnel in case of emergencies." Jun Sato briefly consults someone out of view before returning. "Listen carefully, here is what I need you to do..."

First, Sato directs the party to use a camouflage net from the skiff's storage compartment to cover the tunnel entrance. Then, he asks the party to confirm that the tunnel extends all the way to Chopper Base, and to clear out any krykna spiders.


CLEARING THE CAVERN



Naturally luminescent pods set irregularly along the walls barely light the tunnel, adding   to PC Stealth checks or   to their own Perception or ranged combat checks. After the party travels a fair distance, a minion group of four krykna spiders ambushes the PCs from recesses in the tunnel walls. Just before the attack, read the following aloud:

Clusters of alcoves pit the sides of the tunnel, and a thin film that contains a faint, glowing liquid covers several. As you walk beyond a grouping of recesses, you hear a skittering behind you. You turn to discover a pair of shiny black eyes and a fearsome beaked maw atop six segmented legs. The beast hisses at you and lunges forward!

Ahead, the tunnel forks. If the party elects to try to herd instead of destroy the krykna, they can push them down the fork they are not investigating by making a **Hard (◆◆◆) Survival check** before defending the junction with a sensor marker. Regardless, the party must deploy a sensor at the junction to stave off the krykna, making an **Average (◆◆) Athletics check** to secure the sensor in the ground and an **Average (◆◆) Computers check** to tune the sensor to the correct frequency.

SECURE EVACUATION ROUTE

Beyond the junction, the tunnel begins to spiral upward, requiring an **Average (◆◆) Athletics check** to traverse. PCs who fail the check suffer 2 strain for every net . An **Average (◆◆) Survival check** reveals that Chopper Base is nearby. However, just as the PCs get their bearings, a minion group of four krykna charges down the tunnel.

The higher ground provides  to all krykna attacks while imposing a  on PC attacks while the PCs remain lower than the krykna. Nearby, bright light marks an exit. The party must plant a final sensor marker at the tunnel exit to secure it. Outside, Chopper Base's command center is at long range from the exit.

If the party is out of sensor markers (it only brought three), the PCs can locate one on the landing pad with an **Average (◆◆) Perception check** or construct another from the scrap bin with a **Hard (◆◆◆) Mechanics check**. Once an active marker defends the exit, Commander Sato appears. Read or paraphrase the following aloud to the players:

"Well done. Phoenix Cell owes you a debt for this discovery. I'll have some techs fortify this tunnel into a proper evacuation route immediately. Old scanning data revealed a ravine nearby where we can hide evacuation shuttles. The threat of Imperial discovery looms over everything we do here, but your actions today give us hope should the worst happen. Thank you."

DENOUEMENT

Each Player Character who participated gains 10 XP. If Commander Sato promised anything to the PCs beforehand, he keeps his word. GMs should note the base's new evacuation route in case it is attacked later on. Future adventures could focus on fortifying the tunnel or evacuation shuttle area, followed by an Imperial attack on Atollon.

DATHOMIR

Astrónavigation Data: Dathomir system, Quelli sector, Outer Rim Territories

Orbital Metrics: 491 days per year / 24 hours per day

Government: tribal

Population: roughly 600 (humans 90%, Zabrak 7%, other 3%)

Languages: Basic, Paecian

Terrain: bleak forests, harsh desert, jagged mountains

Major Cities: none

Areas of Interest: Nightsister villages, Nightbrother villages, Imperial garrison

Major Exports: none

Major Imports: none

Trade Routes: none (in the region of the Hydian Way and Salin Corridor)

Special Conditions: extremely dangerous creatures, Nightsister and Nightbrother clans

Background: In the remote Quelli sector, there burns a blood-red star at the center of the Dathomir system, which plays host to a planet of the same name. The world of Dathomir might once have been a place of vibrant life and overflowing beauty—but that time has long since passed. However, it is by no means a dead world. Jagged mountain peaks rise like the teeth of a carnivore eager to consume its prey. Once-rich fens and forests have given way to putrid swamps and ivy-choked thickets now filled with a thick miasma of fog. The planet's surface is perpetually cloaked in a crimson pallor from the slowly dying star, which provides some mockery of daylight.

Dathomir's landscape is deeply shadowed, making it all the more treacherous as predators slink from their lairs. In the evening, overland navigation becomes all but impossible. Though some stars pierce the darkness, they offer little light, serving only to accentuate the murk. Low howls and feral grunts issue forth as predators too terrible to travel even under the blood-red light of day stalk whatever prey they might find in the embrace of the stygian gloom. The planet still thrives, though it has been twisted by the passage of time, the scars of war, and other, darker things.

Official Imperial records have but few references to the Quelli sector, and even fewer to the Dathomir system and its single inhabitable world. In most registered listings, there is little more than a name and an official statement that the system is of no interest to citizens of the Galactic Empire. Unofficially, Dathomir has a long and terrible history. Wild-eyed liars and traumatized spacers who claim to have visited this strange world tell tales of gigantic beasts

able to devour an unwary traveler in a single bite that storm across its endless swamps. They speak of restless spirits risen from the dead, threatening to enchant an individual with just a touch. There are even whispers of ancient sites so unholy that merely viewing them can steal one's soul. Of course, the source of this is more likely to lie at the bottom of their lum bottle than in any genuine facts.

IMPERIAL INTERESTS

It appears that the Empire has recently taken a quiet interest in Dathomir. Although this information can't be found in any official Imperial records, light cruisers and other exploratory craft have been making secret visits. A small garrison is thought to exist on Dathomir, but there do not seem to be any logistics or personnel entries to support this rumor. Even wilder tales speak of users of the mythical Force traveling to the planet, perhaps to discover the secrets of the Nightsisters or to determine what became of them. Those Imperials unfortunate enough to have been assigned to Dathomir speak little of their posting, but some unsettling tales have begun to slip out from those brave (or foolish) enough to mention their experience to a confidante. Few tales go far, though, as both those who tell and those who hear them have a tendency to disappear, never to be seen again.

GRAVEYARD OF WITCHES

A scant handful of beings in the galaxy know the true history of Dathomir, and they are loath to speak of it. The dark side of the Force permeates the planet; at one point, it was personified in a mysterious sect known as the Nightsisters who were said to wield terrible sorcerous powers. None know what became of them, save that they faded into oblivion during the closing days of the Clone Wars. Dathomir still bears the scars of their legacy. Great ruined tombs rise from the mist-covered swamps, hidden ritual chambers lie buried in the deepest caves, and entire cities decay, abandoned on the edges of overgrown woodlands. The ravages of time have taken their toll on these remains of a society that once rose to great and terrible heights. Their structures now lie empty—forsaken in an instant and left to be reclaimed by the land.

Dathomir is not without its uses to those who know its location and are reckless enough to visit. Lacking a strong Imperial presence, Dathomir can serve as refuge—albeit a perilous one—for anyone looking to remain hidden from the galaxy at large. Smugglers, rebel agents, and others hoping to avoid attention have concealed themselves in the dangerous wilderness and forgotten villages here, but never for long. Visitors describe uneasy feelings from the moment they landed. Those who have lingered there against their better judgment say that there are spectral terrors that seem to exist within Dathomir's endless cave systems, sickly-green creatures far more deadly than Imperial agents or bounty hunters.

On rare occasions, individuals actively seek out Dathomir for reasons other than concealment. Fearless treasure hunters, foolish xenobiologists, and other explorers hope to recover some powerful relic of the mythic Nightsisters, chronicle the planet's unique flora and fauna, or follow the pull of the dark side of the Force. After landing on this crimson world, those few who return from it are haunted by what they found there and they rarely speak openly of their terrible discoveries.

PEOPLE AND CULTURE

In years past, a dark sisterhood once ruled Dathomir, drawing upon the Force through dark incantations and terrible rituals. The Nightsisters were a cabal of Force-wielding witches who found power in hatred and anger, channeling it into uniquely terrifying physical manifestations and arcane abilities. Insular to the point of xenophobia and rarely leaving their beloved Dathomir, the Nightsisters remained little more than a phantom story that drifted from shadow to shadow along the Outer Rim.

THE NIGHTSISTERS

The terrible truth is that the Nightsisters were very real, and the myths surrounding them do little justice to the depths of their evil. Drawing upon the darkness of Dathomir, they used potions and rituals to harness what they called "magicks." Their Force powers ranged from those commonly seen among both the Jedi and Sith to truly bizarre abilities, such as conjuring physical objects from nothing, appearing as ghostly apparitions to deceive onlookers, and even animating the dead.

Though it is true that all Nightsisters were women, there were also male adepts. These Nightbrothers were trained in the use of the Force, though only to augment their physical prowess as warriors and assassins to be used in the service of the Nightsisters. Otherwise, Nightbrothers functioned as little more than servants, laborers, and breeding stock.

Today, it is believed that no Nightsisters survived the horrors of the Clone Wars. What few teachings they committed to writing are lost among the ruined temples and caverns of Dathomir or lie rotting in their now-putrefying swamp villages. Only the most obsessive would attempt to recover and employ their dark traditions, such as the dread Zabrak known as Maul. After falling from the heights of power after the Clone Wars, he often haunts this dead world and uses Nightsister relics, tomes, and specially brewed potions to gain power and further his quest for vengeance.

POINTS OF INTEREST

The surface of Dathomir is dotted with the ruins of the civilization of Nightsisters, who once thrived under the world's sanguine skies. No sentient life dwells on the planet's surface, and few intact structures still remain. The rest of Dathomir has been reclaimed by the twisted landscape, cast back into the shadows from which it sprang.

NIGHTSISTER FORTRESS

Amid a seemingly endless stretch of overgrown thicket and festering swamp, a winding spine of cold stone rises high into the blood-red sky. Once natural, even beautiful, these rocky towers have become marred with twisted stonework depicting the terrible history and rites of the Nightsisters. A single massive cavern surrounded by the rotting remains of a long-dead village serves as a portal into darkness: the grand entrance to the Nightsister fortress.

In the eternal shadows of this cave, the Nightsisters long ago shaped stone into graven images of their most renowned witches, whose stony gaze would forever look down upon their sisters. Rising from pools of murky water beyond the cave entrance, hollowed towers of rock lie abandoned, their secrets stagnating in darkness. Broken artifacts and bloody ritual tools still rest on cold stone, disturbed by neither time nor tomb robbers. Particularly unwise treasure hunters could spend months in its winding, vaulted caverns without discovering all its secrets. Strangely enough, despite the many pictographs and murals that record the bloody history of the Nightsisters and their terrible rituals, no personal journals, arcane texts, or historical records have been discovered among the ruins.

Only endless darkness and a terrible, gnawing fear linger in this abandoned citadel. It is believed that those who tarry long in its shadows are driven mad by dreams and visions sent from beyond the grave by the restless spirits of long-departed Nightsisters. The dead forever guard the secrets of this forgotten tradition.

MAUL [NEMESIS]

Once a Dark Lord of the Sith and then a criminal warlord, this Zabrak is now known simply as Maul. A lifetime of hatred and betrayal have transformed the Dathomirian native both physically and mentally. A prowling predator upon cybernetic legs, Maul is obsessed with revenge—especially for a longtime foe whom he first met on Naboo before the fall of the Republic. Maul believed him dead, but has recently discovered he still lives on a desert planet with twin suns. Enraged with this knowledge, Maul will not rest until he finds and defeats this former Jedi Master.



Skills: Athletics 4, Brawl 4, Coercion 3, Coordination 4, Deception 3, Knowledge (Lore) 3, Lightsaber 5, Piloting (Space) 3, Survival 1, Vigilance 3.

Talents: Adversary 3 (upgrade difficulty of all combat checks against this target three times), Ataru Technique (may use Agility instead of Brawn when making a Lightsaber skill check), Fear Is My Ally (spend ☉ on an opposed social skill check against Maul for him to recover 1 strain), Force Rating 4, Hawkbat Swoop (as an action, may make a Lightsaber combat check against a target within short range, adding ☉ no greater than Force rating; may spend ☉ to engage target; may spend ☉ to add ☹ to the check), Jump Up (once per round, may stand from seated or prone as an incidental), Parry 4 (when struck by a melee attack but before applying soak, as an out of turn incidental, may suffer 3 strain to reduce damage by 6).

Abilities: Dark Side Force User (use Dark Side results instead of Light Side results), Intimidating Countenance (add automatic ☹ ☹ to all Coercion checks Maul makes), Force Power: Enhance (roll an Enhance Force power check and spend ☉ to gain ✨ or ☹ on any Athletics, Coordination, or Resilience checks; roll an Enhance Force power check to make a Force Leap maneuver, spending ☉ to jump horizontally or vertically to any location in short range), Force Power: Sense (spend ☉ to sense the current thoughts of one living target within short range).

Equipment: Cybernetic legs (+1 Brawn, already included in profile), sapith lightsaber (Lightsaber; Damage 9; Critical 2; Range [Engaged]; Breach 2, Sunder), Nightbrother heavy clothing (+1 soak).

SHELISH [NEMESIS]

Shelish, the only known surviving Nightsister, spends much of her time hiding in the swamps of Jhas Krill, the eleventh moon of Jhas, in the Hoth system. Although she was absent during the loss of her people on Dathomir, she may also be found on that world at times, searching for clues about their fate. Trusting in the magick of her people, she waits for a student worthy to inherit her dark secrets.



Skills: Athletics 2, Discipline 3, Knowledge (Lore) 2, Lightsaber 3, Survival 3, Vigilance 3.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Force Rating 3.

Abilities: Dark Side Force User (use dark side results instead of light side results), Force Power: Harm (as an action, roll a Force power check against one engaged target, spending ☉ to inflict 4 wounds on the target, ignoring soak, and spending additional ☉ to increase the range by one band or the number of targets affected by this power by one), Force Power: Phantasmagoria (once per encounter, may suffer 3 strain and make a Force power check for every ☉ spent, a single target within short range must make a Daunting [◆◆◆] fear check).

Equipment: Ancient sword (Lightsaber; Damage 6; Critical 3; Range [Engaged]; Defensive 1), armored clothing (+1 soak, +1 defense).



MODULAR ENCOUNTER: SPIRITS OF MADNESS

After being forced to land on Dathomir, the PCs must deal with a captain driven insane by guilt after losing his crew. They must also confront the horrifying sources of his condition if they ever hope to escape the mist-shrouded world.

INVOLVING THE PLAYERS

For whatever reason best suits the campaign, the PCs' ship is damaged and they are forced to emerge from hyperspace in the Dathomir system. Perhaps that final barrage from a squadron of TIE fighters damaged the navicomputer, or they were yanked out of hyperspace by a malfunction—any number of reasons can work. After scanning the planet, they detect nothing except for one very weak distress beacon.

A FORSAKEN LAND

After landing and investigating the damage to the ship, the PCs discover they need additional parts in order to regain hyperspace capability. Finding no signs of civilization, they realize their only option is to locate the source of the distress signal and hope it can lead them to the needed parts.

The signal is coming from a nearby mountain range, meaning a trek through intervening swamps. The journey is cold and foreboding. Massive cocoons decorated with strange talismans hang from dead trees, and strange noises echo across the sky. The PCs pass through the ruined remnants of a primitive village with stone pathways set into the wet ground. Traveling requires a **Hard** (◆◆◆) **Survival** check due to the thick mists, and the GM can spend ☉ to inflict 2 strain instead of 1 strain to represent the disquieting surroundings.

THE CAPTAIN

As they reach a cave entrance, the PCs find the source of the distress beacon. A fearful, wide-eyed human named Fel Trech can be seen in the flickering light of a glow rod, cowering behind a wrecked landspeeder and screaming to be left alone. What they likely don't realize is that he has mistaken them for the spirits of his dead crew, which have been haunting him. He is not aware that he has been creating those spirits himself through the Force.

While the PCs can probably defeat him in combat easily, they may wish to attempt to calm him down instead by making a **Hard** (◆◆◆) **Charm**, **Coercion**, or **Negotiation** check. If they succeed, Trech explains that his ship crashed on Dathomir weeks ago, but he salvaged some supplies and parts. If the PCs generate ☉ on the check, he also tells them about the spirits that haunt him. He has the necessary parts to repair their ship, and he seems eager to leave with them.

As the PCs return to their ship with Fel, though, his guilt over surviving the crash once again becomes too much for him. The mists begin to swirl and then take shape, at first in strange pseudopods, then long-fingered limbs, and finally in translucent humanoid shapes with angry, empty eyes. The number of these Force manifestations is equal to the number of PCs. They attack the PCs, trying to drive them

back into the caverns while Trech screams in terror. The GM can spend ☉ on any of the PCs' social checks to have Trech attempt to create more manifestations. When the PCs damage a manifestation, the damage appears not to affect it, but Trech falters and grows weak. An **Average** (◆◆) **Perception** check reveals that he is somehow linked to them. The PCs can either inflict enough damage on the manifestations to cause Trech to fall unconscious, or they can knock him out directly to cause the spirits to dissolve back into the mists.

FEL TRECH [RIVAL]

The lone survivor of a crash landing, Trech has become mentally ill with survivor's guilt. He is unaware of his own strength in the Force and does not know that his condition is creating Force manifestations.



Skills: Piloting (Space) 2, Survival 1.

Talents: Force Rating 2.

Abilities: Dark Side Force User (use Dark Side results instead of Light Side results), Force Power: Manifestations (may spend ☉ to create one Force manifestation).

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), spare ship parts.

FORCE MANIFESTATION [RIVAL]

These ghastly forms are embodiments of Trech's guilt over the crash brought to life through his Force abilities, of which he is unaware. Each manifestation is a uniquely horrid representation of his fixation on feelings of guilt.



Skills: Stealth 1.

Talents: Fearful Aura (as an action, may force a single target within short range to make a **Hard** (◆◆◆) **fear** check), Manifestation (whenever an attack would inflict strain or wounds on a manifestation, it inflicts 2 strain on Fel Trech instead).

DENOUEMENT

Any PCs who earlier failed a fear check suffer 1 additional strain if they incur any strain while returning to their ship or making repairs (an **Average** (◆◆) **Mechanics** check). They may choose whether to take Trech along or leave him behind, but while he is awake, he generates Force manifestations until he is offworld or the PCs gain ☉ on an opposed social skill check to ease his guilt. The GM should reward the PCs with 5 XP for this encounter, and 5 XP if they manage to calm Fel before leaving Dathomir with him.

THE DEATH STAR

Astronavigation Data: Mobile; currently in orbit over Scarif, Imperial Navy Exclusion Zone, Outer Rim Territories

Orbital Metrics: stationary orbit above Scarif

Government: Imperial Military Control

Population: manifested for 1,200,000 (humans 98%, other [mainly droids] 2%)

Languages: Basic, Imperial military jargon

Terrain: artificial

Major Cities: none

Areas of Interest: polar command towers, equatorial trench, Scarif

Major Exports: none


Major Imports: military stores, finished construction supplies, starships

Trade Routes: highly classified Imperial Navy supply route

Special Conditions: mobile space station

Background: Born in the fires of the Clone Wars and brought to life over two decades of secret toil, the Death Star is the crowning achievement of the Tarkin Doctrine. Currently in orbit over the secret Imperial outpost world of Scarif, this planetoid-sized battle station is more than one hundred kilometers across. Designed initially by the now-extinct Geonosians, the Death Star was built to carry a single superlaser that can destroy entire worlds with a single shot. It can travel throughout the galaxy thanks to the largest hyperdrive ever fitted to a spacegoing vessel. The battle station also carries an entire branch of the Imperial Army, an Imperial Navy fleet, and hundreds of thousands of personnel from the Battle Station Command division.

The Death Star currently cuts an imposing figure as it hangs ominously over Scarif. Its broad, thick, Quadranium armor plates are painted in Imperial Navy gray and sprinkled with countless thousands of points of brightness from its many viewports and running lights. A wide, deep trench defines its equator, separating the battle station into two hemispheres, with smaller trenches defining the north and south polar sectors. Forests of antenna masts and sensor probes cover broad swaths of the structure's surface, broken up by cavernous hangar bays, tall fortifications protecting dense nests of turbolaser batteries and ordnance launchers, and numerous tall spires and flat-topped ziggurats.



The Death Star's most prominent feature is the focusing dish for the station's powerful superlaser. Nearly forty kilometers across, this massive crater is located just above the equatorial trench and dominates the northern hemisphere.

THE TARKIN DOCTRINE

More than anything else, the Death Star is the physical embodiment of the Tarkin Doctrine. Developed by then-Moff Wilhuff Tarkin in the early days of the Empire, the Tarkin Doctrine is a plan for increasing internal security and ensuring the loyalty of vassal worlds through displays of overwhelming force. The cornerstone of the doctrine is Tarkin's infamous "Rule of Fear," which states that it is better to rule through fear of force than through force itself. The ultimate expression of this Rule of Fear is the development of the Death Star and other potential Imperial superweapons. The Empire believes that the existence of weapons as terrible as the Death Star—and the fear that they will be used at a moment's notice for the smallest infractions—should be enough to pacify Imperial subjects. How this plan ultimately unfolds for the Empire remains to be seen, but it is notable that despite their best efforts, the Imperial military and Imperial Security Bureau have been unable to rein in unrest and outright rebellion.

DOCTRINE MADE DEADLY

Currently in the last stages of construction, the Death Star is nearly ready for its shakedown cruise. In orbit over Scarif, the battle station is taking on final weaponry, supplies, and crew. Its current commander, Orson Krennic, leads the station's development efforts. There are others—especially Grand Moff Wilhuff Tarkin—who would interfere with his triumph in unveiling his new weapon to the Emperor, however. Tarkin, while striving to keep this lowborn rival in his rightful station, sees the gigantic battle station as the perfect embodiment of his own vision for how the Empire wields power.

HISTORY

The idea of a massive, spacegoing, planet-destroying super-weapon dates back millennia. Even in the old Sith Empire, tyrants and megalomaniacs were toying with the idea of packing unimaginably powerful weapon systems into mobile battle stations and destroying worlds that refused to bow to their will. Precious few of these weapons ever made it off the drawing board, and none were ever completed. It wasn't until the rise of Darth Tyrannus and Darth Sidious and the outbreak of the Clone Wars that the idea of a mobile battle station would start to become a reality.

The project that would ultimately become the Death Star began life in the teeming hives of Geonosis. During the Clone Wars, Geonosis fell under the sway of the Confederacy of Independent Systems after the CIS liberated the planet from Galactic Republic occupation. Poggle the Lesser, public leader of the Geonosians, gave the CIS a number of classified documents to keep them out of Jedi hands during the Battle of Geonosis. Among them were plans for a mobile battle station that Geonosian engineers had dubbed "the Ultimate Weapon." The project, which was still in its initial design stages, called for construction of a planetoid-sized, hyper-space-capable battle station armed with a massive main weapon system that could destroy planets. Intrigued, CIS leader Count Dooku presented the plans to his master, Darth Sidious. Sidious (more openly known as Supreme Chancellor Palpatine) saw much potential in the Ultimate Weapon project. He used the pretense that the CIS was using these plans to construct the battle station to frighten Republic officials and allow him to direct full funding towards secretly creating the Republic's own station.

Within months, construction began in orbit over Geonosis. As the Clone Wars raged on, Geonosian and Republic engineers worked tirelessly to bring the massive construct to life. For three years, money from the nearly bottomless Republic coffers and materiel from numerous member worlds flowed into Geonosis. Thanks to the skill and endurance of the Geonosian workforce, construction goals were constantly met ahead of schedule. By the time the war ended, most of the battle station's inner structure was completed. When Palpatine consolidated power and created the Galactic Empire from the ashes of the Republic, he gave responsibility for the Ultimate Weapon project to the nascent Imperial Navy and made Tarkin and Director Orson Krennic responsible for the battle station's continuing construction.

Upon taking command of the Ultimate Weapon project, Tarkin made a number of changes to increase efficiency and maintain secrecy. Geonosis was turned into a military exclusion zone, closed off to all but Imperial military personnel. A dedicated, highly secure supply line with numerous blinds, cutouts, and false outposts was developed to provide components and raw materials for the project. It was during this time that the official name became the Death Star and the battle station was given the hull designation DS-1, though its codename of *Stardust* still exists in its design files. Now, the project was ready to begin its long primary construction.

For more than a decade, the Geonosians, Imperial military engineers, and tens of thousands of slaves toiled day and night to bring the Death Star to life. More and more of the Empire's resources were diverted to the project, often starving both the Army and the Navy and depriving them of new ships, vehicles, weapons, and supplies. At some point during this phase of construction, there were whispers that information revealing the Death Star's existence, and more importantly its current location, was about to be exposed. Seeing that security had been compromised, Tarkin took drastic measures to ensure the project's future. After a cursory shakedown, the battle station left Geonosis's orbit and made its way to a new construction site. Tarkin then had the Geonosians exterminated with a heavy planetary deluge of toxic insecticide. Actions were also taken to erase any sign of Imperial activity. Within months, the entire project was moved to the isolated world of Scarif for final completion, a feat nearly as impressive as the battle station's actual construction. Nothing was left behind except for rings of debris and gigantic construction modules orbiting the dead planet.

The frozen desert moon of Jedha in the Mid Rim also became important for the Death Star's planned superweapon thanks to its abundance of kyber crystals. Known for their unique energy-focusing qualities, these curious items were used in Jedi lightsabers for millennia and the Tarkin Initiative Laboratories on the planet Eadu have overseen intensive work to unlock their secrets. Krennic himself took personal interest in these efforts, necessary to prevent any further stains on his reputation from the lateness of the Death Star's completion. The efforts have proven successful, and a new superlaser that uses huge kyber crystals mined on Jedha and refined on Eadu has been created to serve as the battle station's primary weapon. The superlaser was shipped from Eadu to Scarif for installation, the last major component necessary for the battle station to become operational.

Under construction for nearly twenty years, the Death Star is now just months from its completion. At Scarif, the station has begun its final fitting out, taking on personnel and materiel in anticipation of its first mission. Extensive checks of secondary weapons, engines, and hyperdrive occur daily as per the station's demanding test schedule. Once the last construction projects are completed and the Death Star gets a proper shakedown, it will be ready to unleash terror upon the galaxy in the Emperor's name. The fact that there is a secret flaw in its design is, so far, known only to one man.

PEOPLE AND CULTURE

The Death Star is home to over a million citizens, each one a proud member of the Imperial Armed Forces. Within, though, three factions vie for power, status, and favor: Battle Station Operations, the Imperial Army, and the Imperial Navy. Each faction is led by a powerful and charismatic leader, each of whom make up one part of a contentious leadership triumvirate that manages, often despite itself, to run the Death Star in a surprisingly smooth and efficient manner.

BATTLE STATION OPERATIONS

The bulk of DS-1's personnel are members of Battle Station Command. They oversee the day-to-day operations of the massive construction, filling the numerous roles required to keep it running smoothly and efficiently. BSC personnel aboard the Death Star are part of Battle Station Operations, an entity separate from the Imperial Army and Imperial Navy forces stationed aboard. BSO contains eight major departments—logistics, personnel, security, station defenses, engineering, medical, technical support, and maintenance—and numerous smaller subdepartments. Tarkin, recently promoted to Grand Moff, is to be the supreme commander of the Death Star's BSO personnel, and all command decisions regarding the Death Star ultimately go through him.

IMPERIAL ARMY PERSONNEL

The Imperial Army garrison aboard the Death Star is a full, combined-arms force of the kind typically found on Imperial planets. The garrison is primarily concerned with planetary operations, and its officers and stormtrooper battalions are not part of the Death Star's BSO command structure. The Imperial Army garrison is located in the Death Star's southern hemisphere and is commanded by General Cassio Tagge, a dogged but unimaginative leader.

IMPERIAL NAVY PERSONNEL

Like the Imperial Army, the Imperial Navy maintains a sizable garrison associated with the Death Star. A fully equipped fleet, Imperial Navy forces include hundreds of vessels of various classes—from dreadnoughts and Star Destroyers all the way down to assault gunboats—and tens of thousands of TIE-series fighters. The various hangars, magazines, and billets for Navy personnel take up a staggering amount of space within the Death Star itself, much to the chagrin of Army and BSO personnel. The Death Star's Imperial Navy garrison is commanded by Admiral Conan Motti, a veteran naval commander and one of the most highly decorated ship captains in the Imperial Navy.

POINTS OF INTEREST

The Death Star is more than just a space station or a battle platform: it is a world unto itself. Beneath its gray Quadranium hull plating, hundreds of decks contain nearly everything that the battle station's numerous personnel require. The following are a handful of important places found on the Death Star, along with the world it currently orbits.

DEATH STAR CITY

Death Star City is a colloquial nickname given to the sprawl of personnel housing located in the battle station's southern hemisphere. Spreading for hundreds of square kilometers, this area houses the Death Star's enlisted personnel as well as the numerous civilian contractors occupied with the battle station's final construction. Residents are housed in small, austere apartments that make Star Destroyer berths look luxurious in comparison.

Each sector within Death Star City has a commercial district that contains various businesses—markets, repair shops, cantinas, theaters, arcades, and the like—that cater to the residents' needs. There is also a thriving underground economy in Death Star City. Nearly any kind of contraband or illicit entertainment can be purchased with enough credits, despite the efforts of ISB agents and Death Star internal security personnel.

EQUATORIAL TRENCH

The Death Star's equator is defined by a broad, deep trench that encircles the battle station and separates the northern hemisphere from the southern. The equatorial trench is largely an engineering, shipping, and industrial sector. A large swath of the trench is taken up by the Death Star's massive ion drive arrays and various engineering outposts. The rest of the trench contains the battle station's main docking bays and associated warehousing districts used to store construction supplies and other incoming materiel arriving for the final construction. The trench is extremely well defended, with numerous laser and turbolaser batteries covering the docking bay approaches and heavy-duty shields protecting the ion drives.

NORTHERN POLAR COMMAND SECTOR

Located at the Death Star's topmost region, the Northern Polar Command Sector hosts the combat tactics leadership for the massive battle station. The Northern PCS is primarily concerned with command of the battle station. It is here that the day-to-day administrative work is carried out. The sector is packed with briefing rooms, audience chambers, wardrooms, and other important but not particularly glamorous areas. Two places of particular note in the Northern PCS are the overbridge and the Emperor's throne room.

The overbridge, also called the war room, is the Death Star's main command bridge. Located above the superlaser focusing dish, the overbridge is responsible for coordinating command and control functions throughout the battle station. The Emperor's throne room is located atop a reinforced, heavily shielded tower near the Death Star's north pole. While it is primarily a private residence for the Emperor to use when visiting, it also contains a full command and control suite that can operate the entire battle station if need be. Any command sent from the throne room automatically supersedes all other commands.

SCARIF

Scarif, a little-known world in a desolate part of the Outer Rim far from regular hyperspace traffic, is home to the final construction phase of the Death Star mobile battle station. It is a surprisingly pleasant, sunny world covered in warm, shallow seas. Its numerous island chains and few small continents are covered in dense forests and lush jungles, especially near the equator. No intelligent species calls Scarif home, but its countless uncataloged flora and fauna would make a hundred naturalists famous if they knew the planet existed. Most sentients in the galaxy would call Scarif a paradise, and it is, save for the massive Imperial military complex that threads across nearly an entire hemisphere and even into orbital space.

No one is sure how the Empire found Scarif, although it likely came to Imperial attention soon after the Clone Wars ended. Official records of the world and its colonization by the Empire are top secret, and only a handful of individuals even know its name or where it is located. The thing that attracted the Empire was not the planet's pristine beaches or sunny weather, but rather the unprecedented wealth of its natural resources. Just below Scarif's tropical surface lies a treasure trove of rare ores used in starship construction. Unfortunately for the Empire, but fortunately for the native creatures and sensitive environment, Scarif's remote location made wholesale mining prohibitively expensive and so much of the world's natural beauty still remains. It was, however, a perfect spot to build a secret projects laboratory, which is exactly what Imperial military brass did.

Today, Scarif is home to two of the Imperial military's most important installations: the prodigious orbital shipyard and the Citadel security complex. The massive orbiting construction facility uses raw materials extracted from Scarif to finish the battle station's hull and other key items. Completed combat components are also shipped in from other Imperial facilities to fit out the Death Star with more shield generators and weapons than entire fleets require. The planet itself is protected by an impenetrable planetary deflector shield surrounding the world.

The Citadel is a sprawling planet-side complex that is both a research center and a security facility. It is home to thousands of engineers, naval architects, shipwrights, and technicians who work day and night to provide the Imperial military with cutting-edge war machines. Its current primary responsibility is the completion, fitting out, and trials of the Death Star. The Citadel also houses a data storage facility known only as the Vault. Highly secure and heavily guarded, the Vault is a cold storage facility used to store extremely sensitive data. Secret project files, plans for various classified weapon systems, and other items of restricted information are stored here on datatape cartridges. The Vault is isolated from external Imperial data networks, and thus the only way to view its records is to enter the storage area and retrieve the appropriate cartridge. Getting permission to do so is extremely difficult, however; the Vault is considered one of, if not the, most secure data facilities in the Empire.



DEATH STAR FIRE ARCS

The shape and sheer size of the Death Star makes determining fire arcs for its weapons a tricky proposition. At any angle of attack, an incoming ship has hundreds—perhaps thousands—of turbolasers, ordnance launchers, point defense weapons, and tractor beam emitters pointed at it, following its every move. Weapons in the Death Star's profile, save for the unique superlaser, thus do not have fire arcs as part of their description. If Game Masters choose to have their players tangle with the Death Star, taking fire from the massive battle station should be even more narrative than usual.

One way to handle such an encounter is for the Game Master to describe the scene—space around the players' ship filled with turbolaser bolts, crackling ion blasts, the glowing warheads of concussion missiles, etc.—and then pick out one or two of the Death Star's weapon systems to target the players' ship specifically. This gives the players an idea of the strength of the battle station as a general threat as well as presenting a concrete threat from weapons that are actually targeting them. This suggestion, of course, is not definitive; Game Masters are encouraged to find their own creative (and deadly) solutions to dealing with the Death Star.

DS-1 DEATH STAR

The Death Star is equal parts starship, space station, and siege engine. Its power and versatility are unlike anything seen before, and it promises to change the face of warfare. The battle station's self-sufficiency, hyperspace capability, and ability to operate without escort or support vessels allow it to bring its terrifying superlaser to bear anywhere in the galaxy. Grand Moff Tarkin believes that the constant fear of it appearing in orbit over their planet will keep rebellion-minded citizens in line. He himself fears nothing while aboard it, as he knows with certainty that nothing and no one in the galaxy could possibly harm the Death Star.

20	1	-5	DEF. FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	0 - - 0	20
			HIT THRESHOLD	SS THRESHOLD
			1,000	800

Hull Type/Model: Mobile Battle Station/DS-1 Death Star.
Manufacturer: Kuat Drive Yards/Sienar Fleet Systems/Imperial Military Department of Advanced Weapons Research.
Hyperdrive: Primary: Class 4, Backup: Class 20.
Navicomputer: Yes.
Sensor Range: Extreme.
Ship's Complement: 1,200,000.
Encumbrance Capacity: 500,000.
Passenger Capacity: 750,000.
Consumables: Four years.
Price/Rarity: Very few know how many trillions of credits have been consumed in DS-1's construction. Almost all of them also believe the gigantic battle station to be unique.

Customization Hard Points: 0.

Weapons: Superlaser (Fire Arc Forward; Damage —; Critical Range [Long]; Slow-Firing 8).

12,000 heavy turbolaser batteries (Fire Arc —; Damage 11 Critical 3; Range [Long]; Breach 4, Slow-Firing 2).

15,000 turret-mounted twin light turbolaser batteries (Fire Arc —; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 1, Slow-Firing 1).

10,000 battleship ion cannon batteries (Fire Arc —; Damage 9, Critical 4; Range [Medium]; Breach 3, Ion, Slow-Firing 2).

10,000 turret-mounted twin medium ion cannon batteries (Fire Arc —; Damage 6; Critical 4; Range [Short]; Ion, Linked 1).

10,000 turret-mounted light ion cannons (Fire Arc —; Damage 5; Critical 4; Range [Close]; Ion).

20,000 turret-mounted point defense concussion missile launchers (Fire Arc —; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Linked 3, Slow-Firing 1).

50,000 turret-mounted twin heavy laser cannons (Fire Arc —; Damage 6; Critical 3; Range [Short]; Linked 1).

50,000 turret-mounted quad laser cannons (Fire Arc —; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3).

1,000 heavy tractor beam emitters (Fire Arc —; Damage —; Critical —; Range [Short]; Tractor 6).

ADDITIONAL RULES

Massive 8: When making an attack targeting this station, the critical rating of any weapons used counts as 8 higher.

THE SUPERLASER

The Mk I Superlaser developed for the Death Star is the most powerful weapon in the galaxy. Utilizing the unique energy-focusing qualities of refined kyber crystals and powered by four huge antimatter generators, this weapon has the ability to completely destroy planets with a single blast.

The superlaser has no damage or critical rating, yet deals damage. Its destructive power is on such a level that it transcends mere numbers. When the Death Star fires its superlaser, everything in its path is utterly destroyed. Even when using the energy from a single reactor, it can crater cities and devastate huge swaths of a planet's surface.

The damage that this massive weapon can dish out is more narrative than mechanical. If the players ever encounter the Death Star and see the superlaser in action, the Game Master should describe ships burning to ash as if they were paper, whole worlds obliterated in the blink of an eye, shock waves and strange localized hyperspace anomalies, and other terrible consequences. Force-sensitives, for example, might become disoriented from the death cries of an entire city's population. If the Player Characters are ever targeted by the Death Star's superlaser, the Game Master should find a way to allow them to escape what would be certain death, perhaps by making suitably heroic Piloting (Space) checks or spending Destiny Points.

NOTABLE PERSONNEL

As work in orbit at Scarif on DS-1 enters the final phases and the Imperial Navy begins operational space trials, the massive battle station's commanders are finalizing its complement. The following are a number of important people and various personnel found aboard the Death Star and Scarif.

COMMANDER ORSON KRENNIC, DIRECTOR OF ADVANCED WEAPONS RESEARCH [NEMESIS]

Orson Krennic is as grasping and power hungry an officer as can be found in the Imperial military. A tall, steely-eyed officer in his middle years, Krennic was born on Lexrul, a heavily industrialized world in the Mid Rim. His parents were common laborers toiling away in one of the planet's many shipyards, and he grew up solidly working-class. Always smart and ambitious, Krennic showed an aptitude for mechanics and engineering from an early age. Once his primary education was complete, he earned a place at the Republic Futures Program on Brentaal, where he studied engineering and naval architecture.

He began his professional career designing space stations during the run-up to the Clone Wars. Through a combination of grit, talent, and politicking, he quickly rose through the ranks during the conflict. By the time it came to an end, he had become a lieutenant commander attached to a powerful new battle station project based on stolen Separatist plans. Always a man who knew which way the wind was blowing, Krennic threw his lot in with the newly formed Galactic Empire. In the new Imperial Navy, his talent as a designer and his finely honed political instincts made him many allies, and not a few enemies.

Krennic ensured he became attached to the gigantic battle station's early construction in orbit around Geonosis, and led the effort to design and construct its main weapon. This took many years, but his political skills and clever manipulations of others (especially a brilliant polymath he met while at the Futures Program) always kept him one step ahead of his rivals. Despite frequent setbacks, the weapon is now finally ready for installation and testing. With this, Krennic is certain he will at last gain the recognition and rank he deserves.



Krennic currently holds the title of Director of Advanced Weapons Research, and oversees the installation of the battle station's superlaser. In this position, he wields an incredible amount of influence and power, and essentially commands the Death Star itself as it undergoes final testing. Unfortunately, he has made an enemy of one of the most powerful men in the Imperial Navy and a close ally of Darth Vader: Grand Moff Wilhuff Tarkin. Krennic and Tarkin despise one another; Krennic is jealous of Tarkin's position and believes that he should be given complete command of the Death Star. Tarkin feels nothing but contempt for Krennic, seeing him as a lower-class upstart and a loose cannon who should have been drummed out years ago.

2	2	4	3	3	4
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R REFENSE		
3	15	18	0	0	

Skills: Coercion 4, Computers 3, Cool 3, Discipline 3, Knowledge (Education) 3, Knowledge (Warfare) 2, Leadership 3, Mechanics 4, Perception 3, Ranged (Light) 2.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Commanding Presence 2 (remove ■■ from all Leadership and Cool checks), Intimidating 2 (suffer 2 strain to downgrade the difficulty of any Coercion checks twice, or to upgrade the difficulty of any Coercion checks targeting this character twice), Scathing Tirade (as an action, make an **Average** [◆◆] Coercion check, for each ☆, one enemy within short range suffers 1 strain; spend ☹ to inflict additional strain).

Abilities: Master Manipulator (Krennic may add □□ to or remove ■■ from Charm, Deception, and Negotiation skill checks he makes to convince others to do his bidding).

Equipment: Non-regulation heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), director's uniform with cape (+1 soak), datapad, multiple encrypted comlinks.

DEATH TROOPER [RIVAL]

Death Troopers are among the most elite special forces units in the Imperial Armed Forces. These highly trained, highly motivated warriors operate under the auspices of Imperial Intelligence. They are most often used as strike forces and as VIP protection for vital Imperial officials such as Commander Krennic and Grand Admiral Thrawn.



While death troopers have virtually the entire Imperial military arsenal available to them, their standard-issue arms and armor are made for and issued solely to them. They wear an all-black version of standard stormtrooper armor that is lighter and provides better protection. Each suit is equipped with onboard systems including encrypted comlinks, multi-optic scanners, and stealth-enhancing gear to improve performance and survivability in the field. Death troopers' bespoke weapons include a repeating blaster pistol, a sturdy blaster carbine, and a powerful heavy blaster rifle for long-range and squad support work. Adding to their disturbing aspect, they communicate amongst themselves using cybernetic signals that are indecipherable to organic ears and unsettling even to allies.

There are very few death troopers, and they are rarely seen in typical military encounters. Their existence is still considered a myth among much of the resistance. Rumors abound that they are somehow linked to experiments within the Advanced Weapons Research division to revive necrotic tissue, and thus arose their title. Word is slowly spreading, though, that these dangerous commandos do actually exist, and are as deadly as their name suggests.



Skills: Athletics 3, Coercion 3, Cool 4, Discipline 4, Gunnery 3, Knowledge (Warfare) 3, Melee 2, Perception 3, Ranged (Heavy) 3, Ranged (Light) 3, Stealth 2, Vigilance 3.
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Enduring 2 (+2 soak, already included in profile), Intimidating 2 (suffer 2 strain to downgrade the difficulty of Coercion checks twice).
Abilities: None.

Equipment: DLT-19 heavy blaster rifle (Ranged [Heavy]; Damage 10; Critical 3; Range [Long]; Accurate 2, Auto-fire, Cumbersome 3, Pierce 2), E-11D blaster carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Stun Setting), or SE-14r light repeating blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Auto-Fire, Stun Setting), frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), one thermal detonator (Ranged [Light]; Damage 20; Critical 2; Range [Short]; Blast 15, Breach 1, Vicious 4, Limited Ammo 1), death trooper armor (+2 soak, +1 defense. Upgrade Stealth checks once when wearing armor. When making skill checks, death troopers may remove ■■ imposed due to darkness, smoke, or other environmental effects that obscure vision.), encrypted comlink, load-bearing gear, food and water packs.

DEATH STAR TROOPER [MINION]

Death Star troopers are specially trained Imperial Navy personnel assigned to billets aboard the DS-1 Death Star mobile battle station. Culled from the Imperial Navy's various branches and given extensive training in the operation and maintenance of their new home's many systems, these troopers are proud to ensure that the massive battle station runs at peak efficiency. Experts in combat and various technical specialties, Death Star troopers are considered among the most qualified and well-rounded personnel in the Navy. They wear a uniform consisting of a double-breasted military tunic, trousers, and tall black leather boots. An oversized, teardrop-shaped, open-faced helmet completes the ensemble worn while on duty.



Skills (group only): Astrogation, Computers, Gunnery, Knowledge (Warfare), Mechanics, Ranged (Light), Perception, Vigilance.

Talents: None.

Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), Death Star trooper uniform and helmet. (+1 soak).

DEATH STAR TROOPER OFFICER [RIVAL]

The members of the Death Star trooper officer corps have undergone the same combat and technical training as their subordinates, along with a lengthy course in leadership and administration. They are often found in command of squads or sections aboard the station, overseeing operations and making sure everything, including the troopers under their command, is shipshape.



MODULAR ENCOUNTER: IMPERIAL DEFECTION

Rumors have been swirling around for months among spacers, smugglers, and other spacegoing vagabonds that the Imperial Navy has been very busy in an obscure corner of the Outer Rim. There are plenty of stories about what is happening out there, but they are all secondhand at best, and primarily wild and baseless speculation. Rumors of fleets of unmarked bulk haulers escorted by Imperial cruisers and Star Destroyers, of a tropical paradise with a dark secret, and of a top secret military base cranking out unstoppable superweapons are just a few of the ridiculous tales circulating throughout the Outer Rim. These kinds of rumors are a credit a dozen, however; they are largely worthless save for their entertainment value. Yet, it is said that all rumors contain a grain of truth. Could tales of a secret Imperial military facility building a superweapon in the Outer Rim contain more truth than usual?

GETTING THE PLAYERS INVOLVED

The Player Characters discover the hard way that rumors regarding a secret Imperial military installation are, in fact, true. They enter the Scarif system by accident, and are immediately captured. Here, they must use their wits, the tools at hand, and any possibly sympathetic ears to recover their ship and escape.

At the beginning of this encounter, the PCs stumble into the Scarif system. This could be thanks to a critical malfunction in their ship or a terrible error in their astrogation calculations. Their ship's astrogation computers may have also become corrupted or their navigation data could be out of date. It could also be due to sabotage from an enemy in a previous adventure, or perhaps a repair job that has failed (an excellent payoff if the GM spent \heartsuit on a Mechanics check performed earlier to indicate the repair had serious issues).

ARRIVAL AND CAPTURE

As the PCs travel between systems, their trip comes to a sudden end and their ship drops out of hyperspace. As if this were not bad enough, the ship seems to have emerged right in the middle of some sort of military installation.

As they come out of hyperspace, the Player Characters quickly realize that they aren't at their planned location and are deep within an unknown planetary system. If desired, the Game Master can also indicate something drastic and requiring repairs has incapacitated their ship. The exact nature of the problem and required repairs are left to the Game Master's discretion.

Close in front of them, the Player Characters see a smallish blue planet surrounded by shipyards and gigantic construction gantries. A small fleet of roughly twenty Imperial Navy starships—including at least four *Imperial II*-class Star Destroyers visible to the PCs—is orbiting above the planet. They may get the feeling something is missing, and they are correct. The Death Star itself is currently undergoing engine and hyperdrive testing, and is in deep space where no one will notice it, especially any resistance spies.

As they take this all in, a fast-looking, corvette-sized vessel quickly looms in their forward view, blocking them off and hailing their ship. Read or paraphrase the following aloud to the players:

"Unidentified civilian vessel, you have entered an Imperial Navy exclusion zone. Disable all weaponry immediately. Heave to and prepare to be boarded."

The PC's vessel is immediately caught in a tractor beam, and two heavily armed boarding shuttles launch from the corvette. The Game Master should make it clear to the players that they are in deep trouble, and that getting out of this situation alive is going to take every ounce of their skill and guile. They have already seen too much, and they pose too much of a security threat to be let go. If they so desire, the Game Master may let the PCs attempt to talk their way out of trouble with an upgraded **Formidable** (♦♦♦♦♦) **Charm** or **Deception** check. Even then, though, they are going to spend quite a while detained here while the Imperials double check their story.



IMPOUND AND INCARCERATION

In short order, the Player Characters are taken aboard the Imperial patrol vessel, and their ship is taken under tow by a shipyard tug. The Imperials move the Player Characters and their ship to the planet's surface, where officials throw the PCs into separate cells in a high-security detention center. The Imperials transport the PCs' ship to an impound yard to be thoroughly searched. Eventually, guards take the PCs one by one to an interrogation room, where Imperial Navy security officer Captain Fatimah Nurii does a thorough job of questioning them.

Astute PCs who successfully make a **Hard** (◆◆◆) **Perception check** notice that Captain Nurii is throwing out subtle signals. She is newly stationed here, arriving after the Death Star arrived at Scarif for the last stages of construction efforts. After hearing rumors of the planned superweapon to be installed on it and grasping what the battle station represented, her doubts about the Empire began to grow daily.

The arrival of the Player Characters may have finally tipped her feelings to a conclusion. While interrogating them, the characters should begin to notice she has a sympathetic ear and may be willing to help the PCs escape. Good roleplaying and some successful Charm, Perception, or Negotiation checks reveal that Captain Nurii has essentially become a resistance sympathizer, or at the least her loyalty to the Empire is quite shaken. She is willing to help the PCs escape as long as they take her with them so she can defect. She may even tease them with important knowledge she can offer concerning a new battle station the Empire is constructing, but refuses to say more until she is safely away.

During a number of interrogation sessions—the GM should encourage the PCs to ham it up to make it look better for the surveillance cameras—the PCs and Captain Nurii should hammer out the details of their escape. Given that they are all being recorded, this should include Stealth or Skulduggery checks for their attempts to avoid detection. Once they decide on a course of action, the next step is escaping the lockup, retrieving their ship, and getting off the planet.

JAILBREAK AND ESCAPE

This is the most dangerous part of the adventure. Even with Captain Nurii's help, the PCs have to face loyal Imperial personnel both on the surface and in orbit. As they escape, the PCs can encounter shoretroopers, stormtroopers, and perhaps even Death Star troopers and officers on planet-side leave. They may try to bluff their way out as prisoners under Nurii's command. Once the PCs get to their ship, though, a group of TIE/sk attack fighters (see page 126) launch and engage them.

The Game Master should make this escape as harrowing as the PCs can handle, perhaps even throwing in an *Interdictor*-class cruiser in orbit to ratchet up the tension. Eventually, though, the PCs should be able to get their hyperdrive working again, letting them jump away from Scarif in a shower of Imperial laser blasts.

CAPTAIN FATIMAH NURII [NEMESIS]

Captain Nurii is a sub-commander in the Imperial Navy's Military Police garrison stationed on Scarif. A native of Commenor and a graduate of the Imperial Naval Academy on Prefsbelt IV, Captain Nurii is a no-nonsense officer who is an excellent judge of character with a gift for leadership. Initially, her goal was to join the office of the Navy's barrister advocate as a litigator, but the baked-in bias of the Imperial Navy against those lacking family connections or contacts saw her shuffled into the Military Police corps as a common shore patrol officer. Captain Nurii has been deeply troubled ever since her assignment to Scarif. The Empire's harsh actions to quash resistance, as well as the construction of the Death Star, have opened her eyes to the brutality of the regime. She is currently searching for any excuse to safely escape Scarif and alert the galaxy of the Empire's new superweapon.



Skills: Charm 2, Coercion 3, Computers 2, Cool 3, Deception 2, Discipline 3, Perception 4, Piloting (Planetary) 2, Ranged (Light) 2, Stealth 2, Vigilance 3.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Command 1 (add to Leadership checks; targets add to Discipline checks for twenty-four hours).

Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), shore patrol uniform (+1 soak), binders, secure comlink, datapad.

DENOUEMENT

The encounter ends when the PCs escape Scarif and jump away to hyperspace. The GM should reward each PC with 10 XP for escaping Scarif, and 5 XP if Captain Nurii comes with them. What happens next is largely up to the players. If the PCs are affiliated with the Alliance, there are a number of questions that likely need to be answered. Where do they take their startling new information? Who do they know who is trustworthy and highly placed enough to do anything useful with it? Is Captain Nurii trustworthy? Is she making this story up simply to ensure her safety, or is there actually a planetary-level threat soon to emerge at the Empire's command?

How the Player Characters proceed can have strong positive or negative effects on their standing with the Alliance. If the PCs aren't affiliated with the Alliance—if they are smugglers or mercenaries, for example, or a deep-space survey team—do they just ignore this information, dump Nurii at the next port, and feel thankful they escaped alive? Do they find some way to contact the Alliance and spread the word about this terrible new weapon? Will they simply see who is willing to pay the most for the information? Whatever they decide to do, the PCs are unlikely to obtain closure easily. They are, however, highly likely to have gotten themselves added to Imperial capture/kill lists.



Skills: Coercion 3, Computers 2, Cool 3, Discipline 3, Leadership 3, Knowledge (Warfare) 2, Mechanics 2, Ranged (Light) 2, Vigilance 3.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).

Abilities: Platoon Leader (may spend a maneuver to allow one minion group of Death Star troopers within medium range to make an immediate maneuver as an out-of-turn incidental, or allow it to add to its next skill check).

Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), Death Star trooper uniform and helmet (+1 soak), comlink, datapad.

SHORETROOPER [MINION]

Shoretroopers are Imperial stormtroopers trained in amphibious landing combat in coastal environments. They wear a modified version of stormtrooper armor over a heat-modulating dry suit that protects them from adverse atmospheric and geographic conditions where land meets water. They are typically stationed on watery worlds like Mon Cala or Scarif, where their training and specialized equipment allow them to operate with little to no difficulty in and out of the water.



Skills (group only): Athletics, Discipline, Melee, Ranged (Heavy), Resilience, Survival.

Talents: None.

Abilities: None.

Equipment: E-22 blaster carbine (Ranged [Heavy]; Damage 8; Critical 3; Range [Medium]; Cumbersome 2, Linked 1, Stun setting), amphibious landing armor (+2 soak; when making skill checks, shoretroopers may remove on checks imposed due to coastal settings), utility belt, extra reloads, food and water packs. Squads may carry one heavy blaster rifle (Ranged [Heavy]; Damage 10; Critical 3; Range [Long]; Auto-fire, Cumbersome 3) or one light repeating blaster (Ranged [Heavy]; Damage 11; Critical 3; Range [Long]; Auto-fire, Cumbersome 4, Pierce 1) as a support weapon.



JEDHA

Astronavigation Data: NaJedha system, Mid Rim region

Orbital Metrics: 420 days per year / 23 hours per day

Government: Imperial protectorate

Population: 11,300,000 (humans 85%, other 15%)

Languages: Basic

Terrain: desert mesas, sand dunes, mountains

Major Cities: Jedha City

Areas of Interest: Temple of the Kyber

Major Exports: kyber crystals

Major Imports: foodstuffs, water, medicine, pilgrims

Trade Routes: none

Special Conditions: none

Background: Many who once put faith in the Force believed that Jedha, a moon of NaJedha, was the galaxy's spiritual core. This frozen desert world of sandy dunes and dusty mesas offered isolation along the quest for enlightenment. Adepts who understood and manipulated the Force dwelt upon Jedha for tens of thousands of years. While some of these practitioners were Jedi, adepts who followed many other Force traditions made pilgrimages to the world, and many took up permanent residence. These included faithful who worshiped the Force but lacked the ability to directly interact with it. In fact, followers of many different religions have viewed Jedha as a holy place; and some of those religions have considered a pilgrimage to the moon to be critical for spiritual development. Some have speculated that the word "Jedi" was adapted from the moon's name, though others have contended that the world was named after that tradition. This is partly because some scholars believe that Jedha may have been the site of the Jedi Order's first temple. The many gigantic statues of lightsaber-wielding robed figures that lay fallen in the desert sands from ages ago only reinforce this belief.

Pilgrims to Jedha have not sought just to retread the paths of the ancients. Instead, they have sought to achieve spiritual enlightenment. The primordial structures scattered across the moon's landscape have been central in this quest. Some pilgrims have believed that interaction with these ruins might reveal ancient secrets or grant new insights. Others have felt that the isolation presents an opportunity to become lost in thought, potentially revealing a deeper purpose for existence.



Jedha's populace, including monks of multiple traditions, have traditionally been receptive to pilgrims and other visitors. Most are willing to openly discuss their faiths and enjoy philosophical discourse. Their only requirement is that visitor's return the same level of respect they receive.

CRYSTAL TREASURES

Jedha's crust is rich in kyber crystals, and years ago the Empire established a major operation to recover them from mines as well as from anyone in possession of them. While concerns about spiritualism on Jedha are an issue for Imperials, the need to keep their operations productive is the main reason why the Empire maintains a strong security force on the moon. This is especially true in Jedha City, where stormtroopers patrol in every quarter. They often accompany assault tanks in transporting crystals down crowded streets to fleets of cargo shuttles, which are a constant sight in the sky above the mesa.

No one on Jedha knows what the Empire wants with the crystals, but their connection to the Jedi of old has only stirred up greater resistance within the faithful here. There are rumors the crystals may be connected to advanced weapons development, but not even the cargo pilots know the truth.

WORLD OF FAITH

During the reign of the Galactic Empire, just reaching Jedha has become a challenge. The hyperspace paths to Jedha are circuitous and have fallen out of favor for more direct routes that bypass this system. Imperial propaganda downplays the importance of spiritualism, while the Imperial military presence adds further restrictions. Those same security measures reduce the number of imports that reach Jedha, which creates survival challenges on the cold and barren world with a limited ability to feed its permanent population. Even so, travelers still seek out this world in hopes of finding a refuge from the inner systems. This has led to a large influx of refugees who believe that this holy moon could be a safe place to begin their lives anew. Smugglers have brought many desperate sentiments to Jedha, but they have also carried many others away after they faced the world's challenges.

PEOPLE AND CULTURE

The Galactic Empire maintains a strong presence on Jedha partly out of a desire to contain the spread of religious beliefs, but also because it needs the output from the moon's kyber crystal mines. It takes extreme liberties in controlling the world and its population, and Imperial soldiers are often brutal toward its residents and pilgrims.

The unwanted Imperial oversight has bred a strong sense of resentment among the civilian population. Questers who seek isolation are less likely to achieve it under the Empire's scrutiny. Peaceful pilgrims must contend with a provocative military presence. Not surprisingly, moderate protests have transformed into flagrant insurrection.

Conflicts between the insurgents and the Imperials are harsh, leaving many wounded and incapacitated. Some who need extreme treatment for their recovery become the Decraniated. These unfortunates undergo procedures from fugitive surgeons that replace a portion of their brain with a programmable neural interface designed to partly restore function. They then live out their lives as droid-like menials, existing as servants in tapcafes and other areas.

POINTS OF INTEREST

Jedha City dominates the moon and contains almost all of its documented population. Outside it are desert wastelands, but there are small outposts across the surface where smugglers, pilgrims, and others search for kyber crystals and possible relics of Jedha's past.

JEDHA CITY

Jedha City sits on a tall mesa and hosts temples dedicated to numerous philosophical paths. This ancient city was once known as NiJedha, and some traditionalists continue to use that name. It was built millennia ago, and by the rise of the Empire it completely filled the mesa's surface. Due to the lack of area for expansion, buildings often include subterranean levels and structurally unsound upper floors.

Because of its larger population, the city is the world's major trade hub but not its primary spaceport. Travel to Jedha City has been tightly controlled since the rise of the Empire, and anyone who seeks to visit must first land at a barren spaceport outside the mesa. Specially licensed pilots then ferry passengers from here to the city. Everyone visits the city at some point; even the faithful who choose to live in isolation elsewhere need to visit to replenish their supplies.

However, not all of the city's inhabitants are spiritual—or even honest. A subset of the population sees religious pilgrims as prey. These criminals run black markets dealing in illicit goods, but they also deal in faked artifacts, trinkets, and charms. Many pilgrims who believe they have purchased sacred objects in the city's bustling Holy Quarter, for example, have instead acquired cheap forgeries.

TEMPLE OF THE KYBER

The Disciples of the Whills are members of the largest and oldest known faith on Jedha. Their massive Temple of the Kyber in Jedha City is the central focus of worship for their creed. It is believed to be one of the oldest and most sacred temples on the moon—and arguably in the galaxy. Its massive spiked tower dominates Jedha City. Its monks wear distinctive red robes and masks that make them easily identifiable as Disciples while often concealing their faces and forms. Some carry a staff that burns a Qatemic incense, which can also mask their natural odors.

The Disciples of the Whills believe in demonstrating their faith through charitable actions. Like many of the moon's sects, they maintain an orphanage near their temple, where they care for abandoned and needy children. Pilgrims sometimes adopt orphans, taking them from Jedha when they depart, but other orphans become wards of Jedha's various sects or monks. The monks of the Disciples of the Whills believe in living austere lives with few personal possessions. Essential items are crafted economically, often from discarded materials, such as a walking stick made from salvaged power cells.

Disciples and their followers are not necessarily sensitive to the Force. This has not, however, stopped them from believing or trusting in it. In fact, they are perfectly willing to let the Force guide their actions, even when they cannot directly sense its presence.

Though nearly extinct now, the Guardians of the Whills have sworn to protect the Temple for countless millennia, and some even believe them to be linked to the Jedi. Traditionally, they were armed with hand-made lightbows, though others have adopted more current weapons. Some Guardians integrate their martial talents into their faith, choosing to exhibit those talents as a means of reaching a deeper understanding of the Force. With the Empire's control of the Temple, many Guardians have left the order for other sects, but there are still a few remaining who will rise to fight the Empire's arrogance.



CATACOMBS OF CADERA

This network of caves is the headquarters for local resistance fighters seeking to liberate Jedha from Imperial control. Located near Jedha City, the caverns existed long before the arrival of the Empire, and served as the burial ground for thousands of generations of NiJedhan monks. Their skulls line the catacomb walls, a revered but morbid presence.

Led by Saw Gerrera, these forces frequently use extreme measures against the occupiers, including targeting civilians. They maintain a notorious prison in the catacombs, nicknamed "the Gut," and use horrid creatures to torture those captured for information. This has led to Saw's separation from other resistance cells that are unifying into the nascent Alliance, something Mon Mothma is eager to see resolved.

SAW GERRERA [NEMESIS]

During the Clone Wars, Saw Gerrera fought with Onderon rebels against the Separatists. Jedi representatives trained him in insurgent techniques and strategies, and he has applied the same lessons against the Imperial military and to the fight for Jedha against the Empire.

Constant warfare has taken its toll on Gerrera's body and spirit, but he remains a forceful leader who continues fighting despite overwhelming odds. His extreme tactics have split him away from other resistance groups, but his intelligence gathering efforts, especially concerning Geonosis, may prove invaluable to ending the Empire's new super-weapon.



Skills: Charm 1, Coercion 2, Deception 2, Leadership 3, Melee 3, Ranged (Light) 2, Vigilance 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Command 2 (add $\square\square$ to Leadership checks; affected targets add $\square\square$ to Discipline checks for the next twenty-four hours), Inspiring Rhetoric (as an action, may make

Average (◆◆) Leadership check: for each \star , one ally within short range recovers 1 strain; for each \cup , one ally benefiting from Inspiring Rhetoric recovers one additional strain).

Abilities: Always Watchful (Gerrera adds \square to his Vigilance and Perception checks).

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), heavy battle armor (+2 soak).

PILGRIM [MINION]

The streets of NiJedha are cluttered with pilgrims traveling between temples, visiting sacred sites, and carrying out basic errands. With few exceptions, these people proceed at a deliberate and unhurried pace as they seek a state of tranquility and enlightenment in these blessed environs. Most adherents wear heavy robes that identify their sect while providing anonymity and protection from the cold. Some also require complex rebreathers to survive in the moon's atmosphere. The Empire attempts to track the sects, but their unstable nature means that only the Disciples of the Whills gains much attention due to its size.

Many sects across the galaxy, such as the Ninn Orthodoxy, the Zealots of Psusan, and the Phirmists, consider Jedha to be a holy site. The Clan of the Toribota, for example, came here from Isde Naha as they believe NaJedha's star to be the First Light that their ancestors saw in the night sky. The death-worshipping Central Isopters seek out Jedha's scenes of violence and discord, the better to study mortality and oblivion. That their own location would be the site of utter destruction would likely be cause to rejoice. Members of the Brotherhood of Beatific Countenance, on the other hand, seek absolute concealment of individuality, leading some to abandon their own names and adopt wailing pitches for identification. There are even rumors that the underground Church of the Force has members here, with bounty hunters working from ISB-generated suspect lists after them.



Skills (group only): Cool, Discipline, Knowledge (Education), Knowledge (Lore), Streetwise.

Talents: None.

Abilities: Faith in the Force (opponents add \blacksquare to social skill checks for making a pilgrim act against his beliefs).

Equipment: Full body pilgrimage robes (upgrade the difficulty of checks to identify a specific pilgrim once).

MODULAR ENCOUNTER: CHECKPOINT TROUBLES

The Galactic Empire is quick to escalate security measures in response to any anomalies. Routine drills for the stormtroopers on duty sometimes bring foot traffic to a standstill as every pedestrian's identification is checked. More often, such heightened security is activated when a concerned citizen notifies authorities of a person of interest—who could even be one of the Player Characters. Regardless of the reason, the players are challenged to bypass an unexpected security checkpoint.

GETTING THE PLAYERS INVOLVED

This scene takes place when the PCs are traveling through a crowded marketplace on a world under Imperial control, such as Jedha. Ideally, the characters are in the midst of a mission, possibly carrying contraband, such as kyber crystals, with them. Of course, if Imperial authorities already recognize the PCs, then they might be the contraband themselves. This encounter could be used to add an element of complexity and excitement to a routine supply run, reinforcing the idea that the Empire's agents are everywhere. Alternatively, it works well as a further complication when the PCs believe that they have already succeeded in accomplishing a mission. Just as they think they have escaped freely with their prize (illegal weapons, kyber crystals, etc.), a temporary security checkpoint forces them either to scramble for another route or to bluff their way past the guards.

This scenario assumes that the Player Characters are moving as a group and are surprised to discover the temporary checkpoint. If the PCs are split up, the GM may wish to have only a portion of the group confront the checkpoint. Alternatively, a separated PC or ally might alert the rest of the group. This character could be monitoring Imperial frequencies, scouting ahead, or observing the marketplace through a droid, satellite, or macrobinoculars from a tower. In this case, the challenge could shift to finding a route that avoids the checkpoints or any other Imperial forces.

HEIGHTENED SECURITY

The scene opens as the PCs hurry through Jedha City's crowded marketplace. Passersby are hunched down and pointedly minding their own business. The PCs have a destination in mind and little time to waste in reaching it. Unfortunately, as they round a corner, they discover that Imperial authorities are checking identicards and checking for contraband. Read aloud or paraphrase the following to the players:

Rounding the corner in a hurry, you see an Imperial assault tank blocking the road ahead. A squad of stormtroopers blocks the walkway as well, with two checking identicards and even examining belongings before allowing pedestrians to pass. There are only a few pilgrims currently waiting, and no vehicles. Before you can decide how to react, one of the stormtroopers points and gestures for you to join the line.

The PCs' three most likely responses are to try to bluff their way past the checkpoint, to flee from the stormtroopers, or to directly engage them in combat. Extenuating circumstances affect the difficulty of each approach. The GM must use discretion in applying modifiers.

Bluffing their way past the checkpoint requires an **opposed (◆◆◆) Deception check** due to the heightened security here. Normally, each PC should make the check individually. Having a single PC bluff for the group requires a good story and adds an extra **◆** for each additional PC. If the PCs are carrying contraband or are easily recognized, the GM should modify the check to reflect that as well.

Fleeing the stormtroopers boils down to a chase scene. If the PCs are particularly quick or choose an unexpected route, they may lose them quickly. However, a failed Stealth check (to hide) or Athletics check (to climb) gives Imperial forces a chance to catch up, leading to a fight.

The Imperial forces are on duty, but checkpoints are routine for them. If the PCs launch an attack immediately, **□□** should be added to their Initiative checks. Beyond that, this is a standard firefight. Note that the TX-225 GAVw assault tank (see page 122) is not crewed at the start of the fight, though one stormtrooper can quickly move to man its dorsal light repeating blaster once combat is engaged.

DENOUEMENT

The PCs gain 5 XP if they successfully elude the checkpoint. There may be no further ramifications if they bluffed, unless their story fails a later check due to their actions. If they flee, security remains at a heightened state as stormtroopers search the marketplace for them—now with their detailed descriptions. A firefight is certain to draw reinforcements within a few minutes, giving the PCs only a moment to plan their next move.



LOTHAL

Astronavigation Data: Lothal system, Lothal sector, Outer Rim Territories

Orbital Metrics: data unavailable

Government: Imperial governorship

Population: data unavailable

Languages: Basic

Terrain: prairie, semi-arid grass savannahs, rock formations, mountains, shallow seas

Major Cities: Capital City, Kothal, Jaláth

Areas of Interest: ruins of Tarkin-town, clustered rock spires, Siemar Advanced Projects Laboratory, Haven, Lothal Depot

Major Exports: starfighters, starship components, military weapons, technology, foodstuffs

Major Imports: raw materials, industrial machinery, agricultural equipment

Trade Routes: none

Special Conditions: none

Background: Lothal is a little-known, lightly populated world like countless others in the Outer Rim. Largely a terrestrial planet, it is dominated by endless prairies and diverse savannahs divided by long, low mountain ranges and shallow freshwater seas. Curiously tall, conical rock formations are a regular feature among the tall grasses and rich vegetation of the lowlands. Ranging from just a few meters tall to several dozens, the formations have striped rock strata that make them striking landmarks among the plains and hills.

Lothal has been a largely unknown and ignored backwater agrarian planet for most of its history. Never a rich world, it has a single major metropolis, Capital City, supported by smaller settlements and widely scattered farms. Unfortunately, when times became particularly rough, some of Lothal's leaders turned to the Empire for aid. While the Empire had some use for farmland, it became particularly interested in the untapped mineral wealth under the surface.

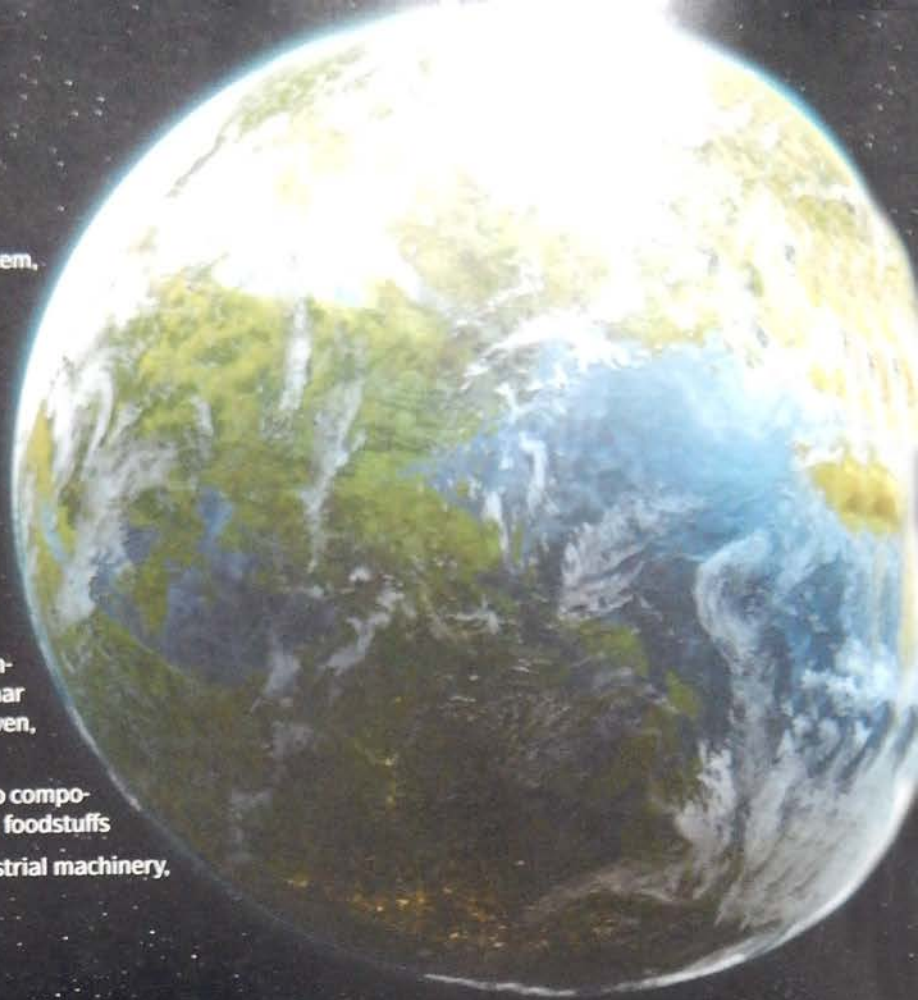
Imperial officials and interests quickly moved to Lothal, and local officials who supported the Empire landed positions of influence and command. At first, Imperial promises of new prosperity and aid brought offworld experts and families attracted by the opportunities. Imperial institutions grew stronger. Farmers sold their land, often willingly, to take advantage of ostensibly better opportunities within Imperial operations.

As the Empire's true plans became apparent, many citizens became increasingly upset about the changes to their world. New mines destroyed the old farms and

orchards, leaving the landscape ripped up and worthless. Dust storms arose where none had occurred before. New crops planted by the Empire to produce nutrient-rich food replacement products literally sucked the land dry of minerals and nutrients, making it impossible to grow future crops. Shantytowns sprang up where citizens could no longer support themselves, or found their fortunes ruined should they dare oppose Imperial plans. It wasn't long before isolated individuals and groups tried to fight back, only to be crushed by Imperial might.

THE BRIDGER LEGACY

Among the earliest dissidents on Lothal were Ephraim and Mira Bridger. From a secret basement compartment, they transmitted messages of resistance and hope. While they had the covert support of some high-level government officials, they were eventually arrested and imprisoned by the Empire. Even under detention, they resisted, organizing a prisoner revolt. They died in the fighting, but their bravery and messages are still remembered on Lothal. Joining the resistance movement, the Bridgers' son, Ezra, took up the fight. He even broadcast his own influential message of resistance from Lothal's Imperial Communications Center before the Imperials destroyed it to stop him, but Ezra and the Lothal rebels fight on.



SHOWCASE OF IMPERIAL PROGRESS

Since the de facto Imperial occupation of Lothal, the notion of Imperial progress has dominated civic planning, the news, and the lives of most citizens. The Empire pushes its ideals as justification for the sudden changes to life on Lothal, both good and bad. Imperial versions of events and history are actively promoted. Some citizens have benefited from Imperial operations, but an increasing number of them are realizing they have given up far more than they expected or wanted to.

PEOPLE AND CULTURE

Lothal's Imperial leadership is uncommonly local in origin. Governor Arihnda Pryce; her regular governor pro tem over the planet, Minister Maketh Tua; and Commandant Cumberlayne Aresko are all natives. The Empire has also made a concerted effort to recruit and train new soldiers and stormtroopers from the local population. Many worlds have numerous offworlders thrust upon them in the form of Imperial governance and military, and Lothal has slowly become a small source of Imperial personnel in addition to providing industrial resources and weaponry. As this planet is relatively new to Imperial rule, recruits are often not fully aware of what they have volunteered to become.

COMMANDANT CUMBERLAYNE ARESKO [NEMESIS]

Commandant Aresko oversees all of Lothal's Imperial academies, from small regional ones to the majestic facility at Capital City. It is up to him to train the best and kick out the rest. A thin, gaunt man, Aresko enjoys bullying his underlings, his cadets, and vulnerable citizens. He is not among the Empire's best or brightest leaders, but here he is among the most feared. His efforts to hunt down and capture the local rebel fighters, however, have not been as successful as desired.



Skills: Charm 1, Coercion 2, Cool 2, Deception 3, Discipline 1, Knowledge (Education) 4, Knowledge (Warfare) 3, Leadership 2, Melee 2, Negotiation 1, Perception 3, Piloting (Space) 1, Ranged (Light) 3.

Talents: Commanding Presence 2 (remove ■ ■ from Leadership and Cool checks), Field Commander (make an **Average** [◆◆] Leadership check, up to three allies may suffer 1 strain to perform one free maneuver).

Abilities: Imperial Intimidation (as an action, Aresko may make an **Average** [◆◆] Coercion check, if successful, characters targeting him or his allies within short range add ■ to their skill checks for the rest of the encounter).

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), code cylinders, uniform (+1 soak).

GOVERNOR ARIHND A PRYCE [NEMESIS]

Like many who succeed in the Empire, Arihnda Pryce politically maneuvered her way up the command chain through betrayal and deceit. For her, Lothal is but a stepping stone to greater positions of power. As her duties take her beyond the planet, she spends little time on Lothal. She has no love for the world, and she cares little about what happens to it as long as it benefits her. Pryce's skill and dedication have brought her to the attention of Grand Moff Tarkin, an association she hopes to exploit.



Skills: Charm 3, Coercion 3, Cool 3, Deception 3, Discipline 2, Knowledge (Education) 2, Leadership 4, Negotiation 3, Perception 2, Ranged (Light) 1, Vigilance 1.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Commanding Presence (remove ■ from Leadership and Cool checks), Intimidating 2 (may suffer up to 2 strain to downgrade difficulty of Coercion checks a number of times equal to strain suffered; may suffer up to 2 strain to upgrade difficulty of Coercion checks made against her a number of times equal to strain suffered), Nobody's Fool 1 (upgrade difficulty of all Charm, Coercion, and Deception checks made against this target once).

Abilities: Imperial Inspiration (as an action, Pryce

may make an **Average** [◆◆] Leadership check;

if successful, until the start of her next turn

all allied Imperial characters

within medium range may

change one ☹ to one 😊

once per round when

making a skill check).

Equipment: Blaster

pistol (Ranged [Light];

Damage 6; Critical 3;

Range [Medium];

Stun setting), code

cylinders, uniform

(+1 soak).



MINISTER MAKETH TUA [NEMESIS]

Minister Tua is the public face of Imperial government when Governor Pryce is offworld (which is often). She is a graduate of the Imperial Academy. Like the governor, she aspires to greater things away from Lothal, but unlike Pryce, Tua still cares about the planet and its people. Unfortunately for her, events and expectations often exceed her experience and training. As the Empire grows impatient with events on Lothal, her position becomes ever more precarious—something she is becoming more and more aware of with each passing day.



Skills: Charm 3, Coercion 1, Cool 1, Deception 1, Discipline 2, Knowledge (Education) 2, Leadership 2, Negotiation 2, Perception 2, Vigilance 1.

Talents: Improved Inspiring Rhetoric (as an action, may make an **Average** (◆◆) **Leadership** check, each ✨ removes 1 strain or wound from one ally within short range; each ☹️ removes an additional strain or wound from an affected ally; affected allies add ☐ to all checks for two rounds), Kill with Kindness 2 (remove ■■ from all Charm and Leadership checks).

Abilities: None.

Equipment: Comlink, assorted datapads.

RYDER AZADI [NEMESIS]

Azadi was the previous Governor of Lothal, but his support for anti-Imperial broadcasts (and the machinations of Arihnda Pryce) led to his arrest and imprisonment. He managed to escape years later, and now is one of the main leaders of Lothal's rising resistance efforts to thwart the Empire's occupation through industrial sabotage and skirmish attacks.



Skills: Charm 2, Coercion 1, Cool 2, Deception 1, Discipline 2, Knowledge (Education) 2, Leadership 3, Negotiation 2, Perception 2, Ranged (Light) 1, Vigilance 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Commanding Presence (remove ■ from Leadership and Cool checks).

Abilities: For Lothal! (when making a Leadership check targeting Lothal natives or other allies concerning the planet's future, Azadi may spend ☹️☹️ to add ☐ to the results).

Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), datapad, heavy clothing + 1 soak).



POINTS OF INTEREST

Lothal is relatively quiet compared to the more populous Core Worlds or even Mid Rim planets. Many of its most important locations are in and around Capital City. The world still has its secrets, and the isolation of its settlements makes it easier for the resistance elements on Lothal to operate without needing to evade constant Imperial patrols.

CAPITAL CITY

Lothal's straightforwardly named Capital City is also the world's largest urban area. It is home to a primarily human population, but it also hosts a mix of other species commonly seen around the galaxy. The city features a high percentage of older, mainly low-rise structures that are actively being replaced by towering Imperial buildings as the need for more administrative space steadily rises. Similarly, the city's inhabitants are seeing traditional Lothal values adapting and changing in response to the ever-present pressure of Imperial progress—and Imperial oppression.

The city is home to most of Lothal's finest and most important institutions. It holds the planetary government, the Imperial Governor's offices, and a major Imperial garrison. The Academy for Young Imperials on Lothal is relatively basic, but functional. It features an entrance processing center, academic facilities, and flight and cadet training facilities. While eligible cadets are recruited from across the planet, many teenagers prepare by attending the Junior Academy of Applied Sciences. Those who don't seek Imperial military or civil service positions still receive intense instruction in agriculture, engineering, mining, and other professions suited to advancing Imperial efforts on Lothal.

Siemar Fleet Systems is also an important institution. Its factories include TIE fighter design and manufacturing facilities supported by the secretive Siemar Advanced Projects Laboratory. It is a target of Lothal resistance fighters, who spoiled the unveiling of the TIE Advanced v1 by attacking it on Empire Day, but that setback has not prevented it from going on to develop and produce the new TIE Defender.

IMPERIAL COMMUNICATIONS CENTER

The Imperial Communications Center was the main link between Lothal's Imperial forces and the rest of the galaxy. A largely automated and droid-operated facility, it was protected by turrets and a small Imperial force. Recently, the Lothal rebels broke in to transmit a message of hope and a general call for action against the Emperor, prompting the Imperials to destroy the facility to stop further transmissions. While the transmission was successful, it also prompted an Imperial backlash against Lothal's citizens. The loss of the tower disrupted Lothal's connection to the rest of the galaxy and the Imperial military, forcing the use of daily messenger droids and incoming ships to transfer vital data and reports.

TARKINTOWN

Tarkintown was one of Lothal's growing number of shantytowns and refugee camps. Located outside of Capital City, it bore the name of the Imperial leader inhabitants had blamed for their situation. Most of the inhabitants were farmers and other individuals displaced by Lothal's expanding industrial and mining activities. Tarkintown benefited from rebel aid but ultimately paid a heavy price for that association. Darth Vader had it destroyed in retaliation for accepting that aid, and to make it a vivid example of the consequences of opposing the Empire.

HAVEN

Haven is a secret facility built and protected by the Spectres. It is a collection of small huts and buildings hidden in one of Lothal's rockier regions, and features a landing pad large enough for a medium freighter. The Lothal rebels use Haven to hide fugitives from the Empire who have nowhere else to go and aren't outright criminals. Haven has its own power supply, but is otherwise not very self-sufficient and requires supplies—overall it functions more as a hideout than a base. The rebel fighters here help their visitors eventually move to a place of greater safety or otherwise resolve their issues so they can go home. What few know is that "Haven" is simply a code for a variety of similar resistance locations across the galaxy; the loss of any one "Haven" won't significantly harm overall resistance efforts.

LOTHAL DEPOT

Lothal Depot is a secured Imperial starship landing area outside the city of Jalath. Built on the hard ground surface of an ancient lakebed or sea, the depot is an ideal spot for large capital ships to land without disrupting the city. It is a cheap landing zone where ships can remain for extended periods when necessary. A collection of metal buildings provide housing for warehouses, offices, and other facilities. Imperial military forces oversee the depot. They can call for significant reinforcements, such as walkers, when greater security is needed. This security, though, doesn't completely deter attacks from rebel fighters.



MODULAR ENCOUNTER: IMPOSSIBLE INTERCEPT

Since the destruction of the Imperial Communications Center, Imperial administrators and military, along with the rest of Lothal, have become dependent on receiving news, orders, and data via hyperspace messenger droids. With the usual Imperial efficiency, the droids arrive at virtually the exact same time each day. The local rebels want to intercept one to steal the data inside, but they need a specialized ship to do it. As the droids have numerous failsafes and protection systems, the likelihood of success is very low. If the attempt fails, a second one is even less likely to succeed.

INVOLVING THE PLAYERS

The PCs should be members of the resistance movement, sympathizers, or perhaps exceptionally daring opportunists. The crew needs an excellent pilot, copilot, and tractor beam operator; a skilled slicer; and likely a gunner or two. If needed, competent NPCs may fill some of these roles. If this is the case, the GM is advised to have the players roll these allies' skill checks.

THE BROKEN BOOSTER

The rebel fighters on Lothal need to obtain an exceptionally fast ship with the specialized slicing gear able to rendezvous and capture their target mid-flight. The Broken Horn Syndicate (see page 82) has acquired the *Booster BX*, a customized, speedy raider. It features a tractor beam, a sophisticated computer array, and magnetized hull plates, but its systems are incredibly finicky. Syndicate leader Cikatro Vizago is readying it to perform fast slicing attacks on his rivals' smuggling ships, and then sell the data (via third parties) to the Imperials. The *Booster* is currently at a hidden Lothal syndicate campsite, and its repairs are nearly finished. The campsite is deep in a ravine, with three outlaw mechanics and the current crew serving as security.

The PCs must first procure the *Booster*. They have three options: make a deal with Vizago, the syndicate's leader, to borrow it; steal it; or devise another plan. Vizago won't agree if he learns of their plans to steal an Imperial hyperspace messenger droid, because the ship would then become a prime Imperial target. Once the PCs have obtained the *Booster*, they must make periodic **Hard (◆◆◆) Mechanics** and **Computers checks**, or **Daunting (◆◆◆◆) checks** at speeds 4 and 5, to keep the ship running properly. ▼ adds ■ to the next Piloting or other relevant skill check.

MISSION: INTERCEPT

The messenger droid is escorted by a pair of Imperial Navy TIE fighters from its hyperspace arrival point down to Lothal's atmosphere. There, two local garrison TIE fighters take over. There is a short (six round) gap where the handoff occurs, enabling the PCs to make a dash in, match trajectories with the droid, and get out without immediately drawing fire. Should they remain in the area after that time, the TIE fighters dive in and attack.

The local rebels informed the PCs that using the ship's tractor beam before slicing the droid will likely trigger its self-destruct system, a process that goes off in six rounds. At close range, the slicer must attempt to override the droid's flight programming so the PCs can safely capture it. This takes an upgraded **Hard (◆◆◆) Computers check** with ■ added due to the time constraint. The PCs have a special dataspine prepared by local intelligence agents, which adds □□ to the check. If the check fails, the droid initiates Evasive Maneuvers and upgrades the difficulty of any ranged attacks against it once: ▼ on a failed check triggers the self-destruct timer; a **Hard (◆◆◆) Mechanics check** is needed to halt this explosion from occurring (if it explodes, the device deals 12 damage to all characters within engaged range). Success means the droid continues on a fixed path. ◆ causes the droid to head toward the PCs, granting □ to the tractor beam's ranged attack. If the PCs attempt to use their tractor beam before successfully slicing the droid, ◆ on the ranged attack also triggers the self-destruct.

The droid is silhouette 2, speed 4, and rolls ◆◆ for Piloting checks. It takes one round to pull the droid in and attach it to the hull.

THE BOOSTER BX

The Broken Horn has been using this highly modified vessel for smash and grab operations on weapons depots. Few if any other ships could possibly intercept one of the Imperial messenger droids inbound to Lothal.

4	5	+1	DEF: 1	FOR: -	PORT: -	STARBOARD: 1	AFT: 1	ARMOR: 2
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD				ST THRESHOLD	
			22				20	

Hull Type/Model: Light Freighter/Custom.

Manufacturer: Beysh Custom Craft.

Hyperdrive: Primary: Class 2, Backup: Class 14.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, one co-pilot, two turret gunners, one tractor beam gunner, one engineer.

Encumbrance Capacity: 80.

Passenger Capacity: 2.

Consumables: One month.

Price/Rarity: 225,000 credits/9.

Customization Hard Points: 1.

Weapons: Turret-mounted twin light laser cannon (Fire Arc All; Damage 5; Critical 3; Range [Close]; Linked 1).

Turret-mounted light ion cannon (Fire Arc All; Damage 5; Critical 4; Range [Close]; Ion).

Light tractor beam turret (Fire Arc All; Damage -, Critical -; Range [Close]; Tractor 2).

DENOUEMENT

If the PCs successfully steal the droid, they gain 10 XP. They may still be intercepted by at least one TIE fighter patrol before they can jump safely into hyperspace. Though, if the PCs later return to Lothal with the droid, they may get new assignments based on the data the droid contains. Vizago is likely to be quite angry regardless of the outcome.



OTHER WORLDS

Many planets find themselves caught up unexpectedly in the growing rebellion against the Empire, some to dire effect. What follows is a listing of several other locations involved in some effort by the Empire or resistance movement during the galaxy-shaping conflict.

ANAXES ASTEROID BELT

Anaxes was an ancient Republic naval base in Azure sector that defended the Core Worlds from attacks along the Perlemian Trade Route. While it worked largely on behalf of local defense forces for centuries, it rose back to prominence during the Clone Wars, when its shipyards, fuel and ordnance depots, and officer training academies became critical assets. The Confederacy's Admiral Trench led a military campaign against Anaxes during the Clone Wars' second year, hoping to deny the Republic its valuable shipyards.

Near the end of the Clone Wars, Anaxes suffered a cataclysmic event that shattered the planet. Though the exact cause is unknown, the leading theory is that the shipyards suffered a catastrophic main reactor failure that detonated a massive stockpile of hypermatter. However, wilder explanations abound, ranging from Separatist superweapons to Jedi-engineered planetary collisions. What remains is the Anaxes asteroid belt, a dense debris field that includes thousands of planetoids, some large enough to support light gravity and even a thin atmosphere. While scavengers comb the belt for salvage, an intact, salvageable piece of the surface is a rare find. Most asteroids are merely cooled chunks of the planet's former mantle.

PM-6986

This small fragment of the planet conceals a hidden stronghold that Admiral Trench used as part of his attacks against Anaxes. While the its droid complement shut down after the wars, happenstance saw some reactivate when a Separatist signal originating a few light years away finally reached the asteroid field. Among those reactivated was JF-86, a Separatist tactical droid, which awoke the rest of its forces. The tactical droid is working tirelessly to execute its final orders: to attack the Galactic Senate on Coruscant. Of course, JF-86 has little concept of the changes the galaxy has undergone with the rise of the Galactic Empire, and at present it has no transportation off PM-6986. Still, it plans and waits to launch its attack.

PM-1203

Containing a Republic headquarters known as Fort Anaxes, PM-1203 was a key installation during the Clone Wars. Republic engineers had built the fort into a mountainside, which protected it from Anaxes' destruction. PM-1203's location is now a well-guarded secret within the smuggling community, which uses the fort's landing pad as a neutral meeting ground for exchanges. Dangerous excursions into the Fort Anaxes ruins can yield Clone Wars-era weaponry, ship parts, and fuel.

Most scavengers, however, avoid PM-1203, citing ghost stories and other superstitions. Everyone knows someone who knew someone who was the lone survivor of a scavenging attempt into the fort. Their wild claims about the bloodthirsty ghosts of Anaxes soldiers scare most spacers off. The truth is less supernatural, but every bit as sinister. An overwhelming fyrnock infestation has kept anyone from exploring beyond the hangar bay, but many believe priceless treasures lie beyond. Rumors persist that the lower levels contain armories and military intelligence databases from the Clone Wars, and the wartime journals of prominent Jedi generals.

FYRNOCK [MINION]

Evolved from the same morphology as the pesky mynocks, fyrnocks are silicon-based quadrupedal life forms that feed on electrical energy. While not nearly as common as their winged cousins, fyrnocks pose an even greater threat thanks to their eagerness to feed on the bioelectricity most life-forms possess.

Readily identified by their leathery purple- to brown-hued skin and glowing yellow eyes, fyrnocks also have razor-sharp claws and teeth evolved to penetrate ship hulls and generator housings. Fyrnocks never stop growing, reaching gargantuan sizes if populations spread unchecked. This is problematic, because they breed like womp rats; several fyrnocks can multiply and overrun a cruiser in days.

2	3	1	2	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD		MID DEFENSE	
2		10		0 0	

Skills (group only): Brawl, Perception, Survival, Vigilance.

Talents: None.

Abilities: Energy Drain (on a successful bite attack, may spend ☹ ☹ to instead deal Stun damage, and heal a number of wounds equal to the damage it deals), Sunlight Aversion (compelled to remain out of direct sunlight; must make an **Average** (◆◆) **Discipline check** to resist fleeing from sunlight toward shadows).

Equipment: Claws (Brawl; Damage 6; Critical 4; Range [Engaged]; Pierce 3), Teeth (Brawl; Damage 4; Critical 2; Range [Engaged]; Pierce 1).

GAREL

A rocky planet neighboring Lothal, Garel is known for its tall, wind-carved sedimentary rocks and its cities built within large craters. It is a major shipping hub for its sector and is under Imperial control. Governor Eskil Abon Santhe routinely accepts bribes from several criminal organizations, including Black Sun and the Broken Horn Syndicate, which operate on Garel with impunity. The criminal element draws bounty hunters, smugglers, and all manner of shady characters to the trade hub.

On the fifteen-year anniversary of the end of the Clone Wars, the famed Bith artist Janyor created a statue considered to be scandalously critical of the Empire. Soon after the Empire tore the statue down, Garel became a place of growing Imperial dissent. Many citizens marched in protest of the act, and several became sympathizers or joined rebel efforts. Phoenix Cell made its home in Garel City for a time, which drew the Imperial sector fleet. The increased crackdown on suspected resistance activity birthed a more formal resistance on Garel. Members of the Leonis, Spanjaf, and Statara families have helped to organize and lead the new Garel City cell and continue the resistance.

MALACHOR

A barren, gray planet with a large, radiant moon, Malachor is a key location in many ancient Jedi legends. Such dark stories speak of the Great Scourge of Malachor, an eons-past battle between the Jedi and the forces of a Sith witch that involved archaic superweapons fueled by dark side energies. Many interpret the tales as simple training fables or cautionary stories for Jedi younglings, but there is always a bit of truth in legends.

The planet's surface resembles an ocean of liquid carbonite that has been flash-frozen. Small, solid stone foothills that resemble tiny pyramids are spaced equidistantly across the terrain. Otherwise featureless, the planet exudes an eerie quiet. Oddly, the few visitors who return from Malachor report having sighted convorees. Along the central latitude of Malachor is a large crater ringed by narrow spires that look like giant nails securing a round coffin lid, as though they were holding back Malachor's eons-old dead.

SITH TEMPLE

Beneath the thin shell of rock in the equatorial crater is a giant Sith Temple. Just outside the temple gates is a vast battlefield scene with thousands of stone warrior figures in various poses of agony, as though they were petrified by some dark magic mid-lunge. Many of these still carry ancient lightsabers, although few are still functional.

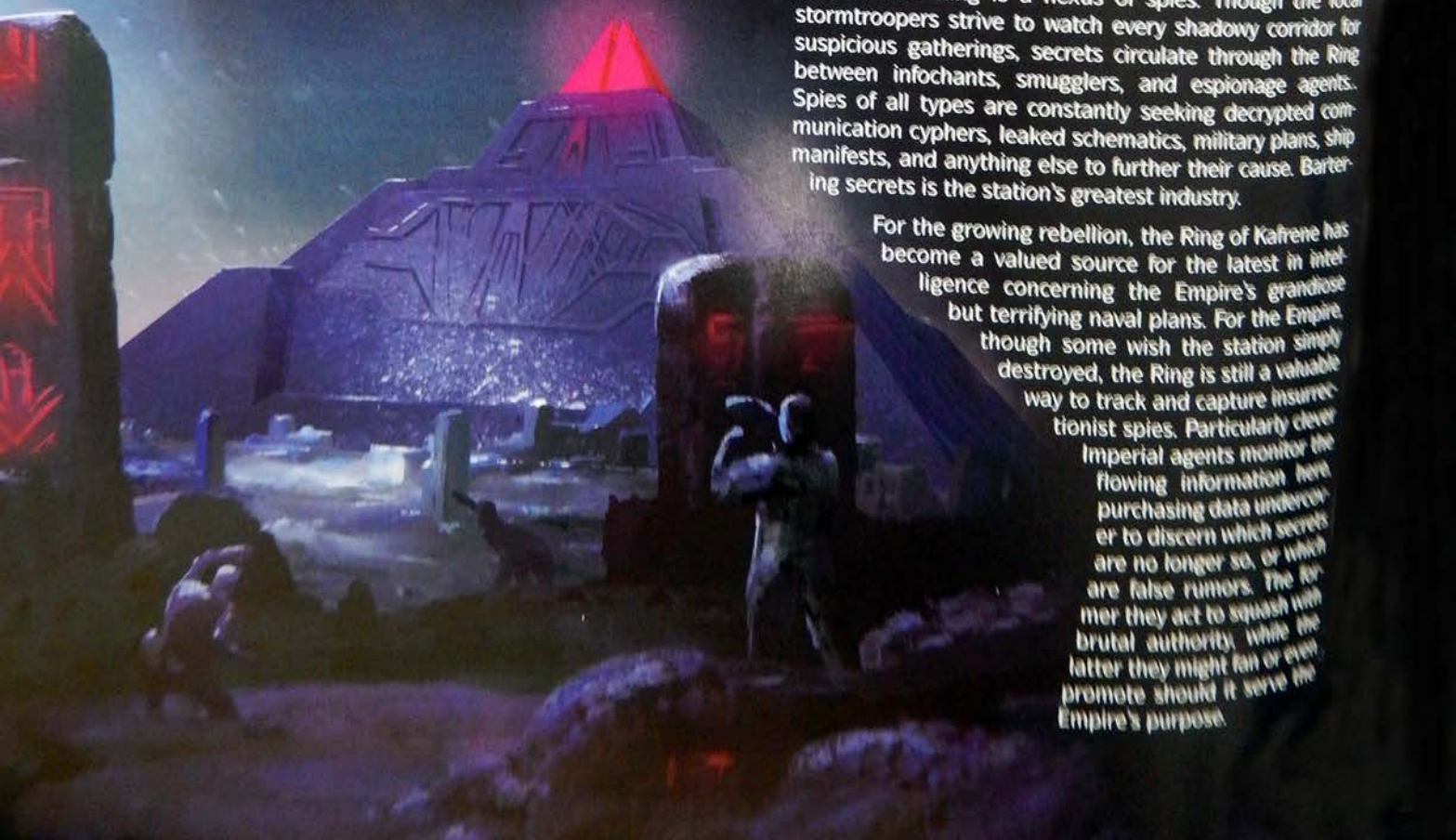
The temple itself is massive. Ancient hands etched glowing crimson glyphs into the venerable black stone of the temple, pulsating to an ominous rhythm. Secrets lie within for those willing to tap into anger and brave the lethal puzzles between the main entrance and ultimate power. At the summit of the temple is a control station that requires a Sith holocron to activate. A mighty clash between a trio of Force users from Phoenix Cell, Inquisitorius members, and a third party consumed with hatred for them both saw the temple seemingly destroyed. Still, it is unclear whether such evil can ever truly be eradicated; some believe that directions to rebuild the temple exist on the Sith holocron used to activate it.

THE RING OF KAFRENE

The Ring of Kafrene is a huge station linking a pair of inhabited planetoids in the Kafrene asteroid belt within the Expansion Region. Republic nobility constructed it as a mining colony many years ago, and it is currently under the control of the Empire with stormtrooper patrols a constant presence. Despite this, it has become a raucous trading post filled with all manner of illicit activities. Almost anything can be had in this crowded, boisterous setting, from high-grade spice to illegal weapons, if the credits are solid.

Perhaps its most valuable resource, though, is information. The Ring is a nexus of spies. Though the local stormtroopers strive to watch every shadowy corridor for suspicious gatherings, secrets circulate through the Ring between infochants, smugglers, and espionage agents. Spies of all types are constantly seeking decrypted communication cyphers, leaked schematics, military plans, ship manifests, and anything else to further their cause. Bartering secrets is the station's greatest industry.

For the growing rebellion, the Ring of Kafrene has become a valued source for the latest in intelligence concerning the Empire's grandiose but terrifying naval plans. For the Empire, though some wish the station simply destroyed, the Ring is still a valuable way to track and capture insurrectionist spies. Particularly clever Imperial agents monitor the flowing information here, purchasing data undercover to discern which secrets are no longer so, or which are false rumors. The former they act to squash with brutal authority, while the latter they might fan or even promote should it serve the Empire's purpose.



SEELOS

Located in the system of the same name in the far-flung Kwymar sector, Seelos is a mostly uninhabited planet of endless salt flats. Breaking up the horizon are lonely, sparse blue mountains known to contain metallic ores, including copper. Mining has been attempted, but the native joopa worms have proven too deadly and disruptive for the continuation of operations. While nothing on Seelos could reasonably constitute a settlement or homestead, it offers numerous boltholes, hideouts, and campsites high in the mountains. Exiles who live in these places are far from joopa feeding areas and can see bounty hunters coming from a long way off.

Imperials consider Seelos abandoned, home only to criminals and the bounty hunters tracking them. However, a band of former Republic clone troopers also call it home, hoping to retire in peace on a steady diet of joopa meat. Among them are Captain Rex and Commander Wolffe, as well as clone commando Gregor. The former soldiers have repurposed an AT-TE walker to act as a joopa fishing craft. While they hunt primarily to feed themselves, they are able to sell excess meat and plating to what few outlaw towns exist in order to keep their walker operating.

JOOPA WORM [RIVAL]

Rumors suggest that these massive sand worms grow up to twenty meters long, though typical specimens are half that size. The joopa has a long body with segmented plates strong enough to resist the pressures of subterranean travel and most modern weaponry. Beneath a row of eight primary and a dozen secondary eyes, each a glassy red, its gaping maw opens from multiple directions, featuring fanged palps.

Most joopas burrow and nest deep underground, where their meters-long tongue can reach ground water. The joopas are very sensitive to surface vibrations and treat most as a threat to their nests, or a potential snack. What few occupants remain on Seelos have learned the hard way to steer clear of the salt flats the joopas inhabit, depending on the firm bedrock of the mountains to keep them at bay.



Skills: Athletics 2, Brawl 2, Stealth 3, Vigilance 2.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Silhouette 3.

Abilities: Tunnel (can travel underground, treating terrain as normal), Swallow (as an action, may make an opposed Brawl check to swallow a target; swallowed characters are immobilized and suffer 6 damage at the start of each round but can escape if the joopa worm is killed or by making a successful **Hard** [◆◆◆] Athletics check), Unruly 3 (upgrade difficulty of Survival checks to tame a joopa three times).

Equipment: Lash tongue (Brawl; Damage 5; Critical 5; Range [Short]; Ensnare), swallowing maw (Brawl; Damage 5; Critical 2; Range [Engaged]; Burn 4), scales (+2 soak, +2 melee defense, +1 ranged defense).

SHANTIPOLE

Shantipole was once an intensely prospected source of rare gases similar to Tibanna. Investors abandoned Shantipole, though, after countless scout ships crashed during survey flights. Shantipole's strong, unpredictable winds proved too much for even experienced scouts. Those few who survived the winds still had to contend with the world's dactillion flocks and rocky spires hidden in dense fog. Still, the promise of riches has lured thousands of prospectors to their deaths, and unsalvaged wrecks are common.

QUARRIE [RIVAL]

An old shipwright from Mon Calamari, Quarrie saw what the Republic was turning into at the end of the Clone Wars and fled to Shantipole. He set up a secret workshop here, and offered his services to a small number of trusted outlaws, scoundrels, and rebel fighters with the help of his fussy astromech, BG-81. Only the best pilots go to him, because only the best pilots can land safely. Quarrie's workshop is nevertheless something of an open secret among smugglers.

Quarrie has plied his trade here for over a decade, all the while working on a secret project: the Blade Wing starfighter. Recently, Hera Syndulla came looking for help. She convinced him to allow her to test the ship, which performed better than expectations. Impressed with Syndulla, Quarrie joined the resistance. He has taken his design to the Roche Asteroid Field, where he works to refine his design for operational use.



Skills: Astrogation 2, Knowledge (Education) 3, Mechanics 4, Perception 3, Vigilance 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Natural Tinkerer (once per session, may reroll one Mechanics check).

Abilities: Amphibious (Mon Calamari may breathe underwater without penalty and never suffer movement penalties for traveling through water), Prototype Engineer 2 (once per vehicle, can make a **Daunting** [◆◆◆] Mechanics check and spend ✨ to add a permanent hard point to the vehicle, to a maximum of two additional hard points; ✨ can be spent to add permanent ■ to Mechanics checks made to affect that vehicle).

Equipment: Astromech droid, coveralls, tool kit.

NAVIGATING SHANTIPOLE

Considered a death trap, Shantipole is nearly uninhabited. Upgrade the difficulty of all Piloting (Planetary) checks on Shantipole twice due to the powerful, swirling winds. If a pilot flies below the altitude of the fingerlike rock spires, upgrade the difficulty a third time. Thick gases can impair visibility, adding □ or □□ depending on the situation.





ORGANIZATIONS

"Rebellions are built on hope."

—Jyn Erso

In a galaxy made up of countless worlds, organizations help bind them and their populations together. For most galactic denizens in this era, there is only one organization: the Empire. It is still a young government, especially when compared to the ancient, stagnant Republic that it replaced, but such is its omnipresence that it already feels like the Empire has been in power for ages. Signs of its control exist everywhere, from graceful banners flying on opulent Imperial facilities to stormtroopers aggressively patrolling dusty streets to Star Destroyers casting long shadows over cities. Crowds cheer at parades and line up to join its ranks, but enthusiasm is diminishing as the Empire's true nature becomes revealed.

Though few still know of it, and fewer are part of it, the growing rebellion is becoming a galactic-wide organization as well. It is still more a loose affiliation of resistance cells than a unified fighting force, but is growing stronger with each victory. Despite the increasing polarization of the galaxy into these two major organizations, though, there are still independent groups. Out for singular goals or criminal ends, these organizations act for their own self-interest even in these days of the looming galactic civil war.

This chapter gives an overview of these major organizations and their prominent members. It begins with the massive Imperial bureaucracy, often the most visible face of the Empire's rule. The more increasingly noticeable facet, though, is that of the Imperial military, which is detailed along with the Imperial academies that feed fresh troops into its war machine. The dreaded Internal Security Bureau is also featured. Its agents are everywhere, it seems, to ensure proper loyalty. Even more terrifying, however, is the secretive Inquisitorius, dedicated to hunting down surviving Jedi and capturing Force users for the Emperor.

Included in this chapter is information on the makeup of the emerging rebellion in these early days. This features the role of cell leaders and background on two of its more famous fighting groups: Phoenix Cell and the Spectres.

Lastly, the chapter covers independent groups, such as the Broken Horn Syndicate, the Free Ryloth Movement, and the Mandalorians of Concord Dawn. There are even those individuals who eschew any organizations at all and make their own singular (and profitable) way throughout the galaxy. These range from the piratical Hondo Ohnaka to the charming smuggler Lando Calrissian, any of whom may switch from ally to rival at a moment's notice.

THE EMPIRE

The Empire dominates the galaxy. The era of the Republic is nothing more than a memory; a time to be ridiculed for boundless corruption, brutal war, and terrible suffering. The Empire put a stop to it. Order must be maintained. Chaos must be resisted to ensure safety and prosperity, by force when necessary. The galaxy must be controlled.

What the Empire promotes and what it actually does are often very different, however. Far from offering safety for all, the Empire really delivers safety for itself and its most loyal citizens and leaders. Above all else, the Empire exists to exert Emperor Palpatine's will. There are very clear winners and losers. After a scant few years of rule, this became abundantly clear, even to those who aren't particularly following galactic politics.

The Empire has succeeded in bringing order to the galaxy, at least within Imperial systems. It prefers to use fear to subjugate the populace. The powerful military is supported by an even stronger and complex bureaucracy that touches almost every aspect of its citizens' lives. The bureaucracy helps maintain control over everything from the most mundane data to the Imperial Senate itself. While corruption is perhaps not as visible or rampant as it was in the later days of the Republic, it is still alive and well, benefiting select individuals and major corporations.

This is a time when the Empire is at the height of its power and influence. Millions upon millions of beings actively support and believe in its ideals, or at least its pragmatism. They're willing to give up freedom for security—especially when those freedoms belong to someone else. Many truly believe the Empire exists to help maintain and grow society, though, at least until personally proven otherwise.

The Imperial Senate is the most prominent remaining institution adapted from the Republic. After his initial seizure of power, Emperor Palpatine needed the Senate in order to retain control of the myriad star systems still reeling from the sudden collapse of the Separatists, the end of the Clone Wars, and the purported betrayal of the Jedi. The Senate serves as a tool for implementing and supporting Imperial edicts. It is often manipulated to enact reforms desired by the Emperor but not always publicly suggested by him. The Senate also serves as a venue for unhappy worlds to voice their concerns and demands for change. It can give the appearance of reasonable consideration, even while the Emperor ignores these issues. It's also useful for revealing foes and potential traitors to the Empire.

The planets and organizations within the Core Worlds easily benefit the most from Imperial power, but there are other sectors, systems, and institutions scattered throughout other galactic regions that can claim similar advantage, if not prestige and status. Imperial science and industry are top-notch. Academic institutions range from competent to elite, though nearly all have an Imperial slant to their subject matter. Businesses flourish, especially those with the right connections to Imperial power.



The Empire seems to have a plan for every major inhabited system, and it jealously guards its position. Imperial strength and influence naturally wane in the vast expanse of the Outer Rim, but the Empire doesn't hesitate to exert its power anywhere it needs to go to defend itself or to exploit a world for its benefit. Those who dare oppose it, from petty criminals to organized insurrectionists, find themselves in brutal labor camps, such as the one on Woboni, or simply dead. Few within the Imperial ranks currently believe there is anything that can keep them from retaining and growing their power across the galaxy.

BUREAUCRACY

Might, military, and fear tactics are the most obvious elements used to control the Empire, but it is the massive galaxy-spanning bureaucracy that keeps everything running on a day-to-day basis. The Republic government bureaucracy had been rife with corruption and exploitation, but its Imperial successor purged many of the worst and most obvious transgressions. Strict enforcement of the rules is but one display of Imperial strength, and it is one that all citizens can see. While enforcement isn't perfect, and corrupt officials still exist, problems vary by department and location in the galaxy. For everyday citizens, the bureaucracy is something that must be dealt with and is often feared.

The bureaucracy is necessarily large and complex. Myriad bureaus, agencies, departments, and subsections manage everything from minor permits and licenses to exploration, taxes, record-keeping, civil law enforcement, businesses, trade, and the implementation of government policy. While the Imperial system is replicated on most Imperial worlds, many also have their own legacy bureaucracies (and even governments) that remain in use, even if Imperial agencies have taken over some of the functions. As long as such legacy bureaucracies respect Imperial law and directives, they are allowed to operate.

GALACTIC GOVERNANCE

Galactic governance is divided between the civil and military agencies. However, there can be a great deal of overlap, especially on partially or wholly occupied Imperial worlds. At times, military commanders may supplant civilian leaders, depending on the situation.

Sentient beings living within the Empire are generally considered Imperial citizens. Theoretically, all citizens share the same rights and protections, but in practice this is not the case. Due to Imperial edicts, laws, and any number of "special circumstances" that might occur, entire species are subject to much harsher treatment. Imperial law focuses on protecting the Empire over individual citizens' rights.

PLANETARY GOVERNORS AND GOVERNMENTS

Many planets retain their traditional government structures, with some Imperial alterations and clear statements of allegiance to the Empire. However, each Imperial world or star system has an Imperial Governor, usually appointed by the Emperor's advisors. The governor is often, but not always, an outsider to the planet. This helps avoid governors who might unnecessarily play favorites among factions on a world, and it also makes it easier for the governor to carry out locally disagreeable Imperial laws and orders. When a governor is a local individual, it is almost always because of that person's unshakable and demonstrated loyalty to the Empire.

Planetary governors are politicians and limited military commanders. They have authority over local Imperial garrisons but are only advisors to military, political, and intelligence operations. The Imperial Navy coordinates with planetary governors, but its units are not generally under their command. The Diplomatic Service distributes Imperial policies for the governor to carry out, adapted in implementation but not in spirit to local conditions as needed. Planetary governors must answer to and carry out orders from the sector's Moff. Occasionally, a planetary governor may also be a Moff.

SECTORS AND MOFFS

Each star system is part of a regional political division called a sector. The number of systems within a sector varies from a few dozen to hundreds or more. Many sectors have close, traditional political and economic ties connecting their

star systems. A sector's Imperial leadership resides with the Moff, who is primarily responsible for sector security. The Moff commands the Sector Group, which contains military and intelligence assets. Moffs may be appointed by the Emperor personally or by an advisor, but report to both.

Systems and sectors showing signs of unrest and insurgent activity may be grouped together in a priority sector, aka Oversector, overseen by a Grand Moff. Grand Moffs have a great deal of freedom to suppress troublesome areas and stop unrest from spreading. They have powerful rapid-deployment military resources at their command, and they can override any Moff or planetary governor when needed.

IMPERIAL SENATE

The Republic Senate transformed into the Imperial Senate upon the declaration of the Empire. Like their predecessors, Imperial Senators are usually selected by their worlds or systems for representation at the galactic level. Unlike leaders of the Republic, the Emperor may veto, disregard, or override any Senate law or action as he sees fit. In reality, if the Emperor opposes something, it probably isn't going to be passed anyway. The Senate does provide a very limited venue for criticizing the government, and word of growing resistance within the Senate is cause for Imperial concern. It benefits the Empire, though, by exposing potential dissidents, traitors, and sympathizers. For these reasons, the Emperor needs the Senate to maintain control—for now.

IMPERIAL ADVISORS

The Emperor has a variety of advisors who carry out his edicts and keep him informed about the state of the Empire. Many of these advisors have a great deal of control over large regions of space, with Moffs reporting directly to them. Others have a more mysterious purpose that sustains endless, quietly discussed rumors within the highest halls of government. The Emperor manipulates the advisors to ensure they owe him for their power, and he plays them against each other to keep any from becoming too influential.



GRAND MOFF WILHUFF TARKIN [NEMESIS]

Wilhuff Tarkin is one of the Emperor's most highly trusted and influential members of the New Order. Chancellor Palpatine was instrumental in drawing Tarkin into politics and into positions of increasing authority. Tarkin served as a captain and admiral in the Grand Army of the Republic, and once led his homeworld of Eriadu in the Seswenna sector. Tarkin has advocated ruling through the fear of force more than through force itself, which he included as a key part of his Tarkin Doctrine. He currently oversees the Death Star's secret construction, working—and fighting—with Commander Orson Krennic as its final completion draws near.



Skills: Charm 3, Coercion 3, Cool 4, Deception 3, Discipline 3, Knowledge (Core Worlds) 4, Knowledge (Education) 4, Knowledge (Outer Rim) 4, Knowledge (Warfare) 4, Leadership 5, Negotiation 4, Perception 3, Vigilance 3.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Intimidating 3 (may suffer up to 3 strain to downgrade difficulty of Coercion checks a number of times equal to strain suffered or upgrade difficulty of Coercion checks targeting this character a number of times equal to strain suffered), Nobody's Fool 2 (upgrade difficulty of all Charm, Coercion, and Deception checks against this target twice).

Abilities: Commanding Presence (At the beginning of an encounter with Tarkin, each enemy and ally within medium range or in communication with him makes a **Hard** (◆◆◆) **Discipline check** as an out-of-turn incidental. Allies who succeed add automatic ♣ to any skill checks they make until the end of the encounter. If they succeed with ♣, they add automatic ☆ instead. Enemies who fail add automatic ☹ to skill checks until the end of the encounter. If they fail with ☹, they add automatic ▼ instead.)

Equipment: Imperial Moff's uniform (+1 soak), encrypted comlink, code cylinders.

GALL TRAYVIS [NEMESIS]

Gall Trayvis is an Imperial senator who for a time hijacked holofeeds to broadcast messages of resistance against the Empire. He inspired sympathizers across many planets to stand up against tyranny, until the Lothal rebels revealed him to be a double agent working to draw out the same for arrest. After that, he publicly claimed to have returned to the Imperial fold.



Skills: Charm 3, Coercion 2, Cool 1, Deception 3, Discipline 1, Knowledge (Core Worlds) 2, Leadership 2, Melee 1, Negotiation 4, Perception 2, Ranged (Light) 2.

Talents: Natural Charmer (once per session, may reroll any one Charm or Deception check), Plausible Deniability (remove ■ from all Coercion and Deception checks).

Abilities: Increasingly Charismatic (If Gall targets an opponent with a Charm or Deception check, he adds □ to a maximum of □□□ to all subsequent Charm or Deception checks he makes targeting that opponent until the end of the encounter).

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), heavy clothing (+1 soak), diplomatic comlink, secret encrypted comlink, datapad.

COMPNOR

COMPNOR is the Commission for the Preservation of the New Order, the organization primarily responsible for promoting and building up the ethics of the New Order in galactic society. Originally a social club that attracted young people dedicated to supporting the new Empire, COMPNOR was quickly and secretly co-opted by the Emperor. Under his guidance, it soon became a powerful and dominating element of the Galactic Empire.

COMPNOR is the largest division of the Imperial bureaucracy. Its influence touches all levels of society, from arts and sciences, to youth education, to law enforcement via the Imperial Security Bureau (see page 63), and even military functions. The organization has five major sections guided by a secretive entity known as the Select Committee.

Select Committee orders filter through the organization, but no one knows its exact structure or membership. The Select Committee may run from a few hundred to several thousand members, but it refuses to confirm any such details.



COMPNOR comprises the following divisions:

- **SAGroup:** The Sub-Adult Group extols the virtues of the New Order and recruits the most enthusiastic and dedicated young people into its ranks. Other divisions of COMPNOR carefully recruit from this substantial resource as its members become adults. SAGroup provides highly propagandized education and recruitment is strong on prominent Imperial worlds.
- **Coalition for Progress:** This organization has personnel monitoring the citizenry in every Imperial sector of the galaxy. Each sector has a sector monitor, who provides guidance in law and culture. The sector monitor also coordinates a widespread surveillance network, keeping an eye on the development of art, science, education, commerce, and law enforcement. Information on suspicious activities is forwarded to the ISB, while news about cultural shifts against the New Order is forwarded to the Coalition for Improvements.
- **Coalition for Improvements:** The Coalition for Improvements takes a long-term approach to aligning wayward systems with the New Order. Important systems usually require a subtler approach, while remote or unimportant systems may suffer more radical (and darkly oppressive) methods to bring them into compliance with the New Order norms.
- **CompForce:** Serving as the military troops of COMPNOR, CompForce members are extreme adherents to Imperial ideals. The regular Imperial military dislikes the competition and the organization's arrogance. Members of CompForce's Observation subdivision keep an eye on, and within, military units and starships, essentially as loyalty spies. Those in the Assault subdivision are lucky to survive its harsh training methods. Target selection for Assault missions often appears more a matter of attending to personal vendettas, though, than missions to defend Imperial security.
- **Imperial Security Bureau:** The ISB is the Empire's massive intelligence gathering, law enforcement, and loyalty-monitoring bureaucracy. It began as an organization that observed political developments for adherence to the New Order, but quickly turned into the Empire's main investigative force. See page 63 for more on the ISB.

IMPERIAL INTELLIGENCE

Imperial Intelligence is the direct descendant of the Republic's four competing intelligence agencies. To prevent corrupt Senators from using only the agencies they preferred, the intelligence heads combined forces around the time the Emperor took control. Unified under a group known as the Ubiquitorate, Imperial Intelligence monitors organizations, enemy forces, governments, and corporations. Imperial Intelligence agents generally regard their COMPNOR counterparts as inefficient and ineffective compared to their own services and the military.

Imperial Intelligence has the following divisions:

- **Adjustments:** The exceptionally secret elite agents in this division receive the most critical assignments, and usually without written orders. These agents get extreme leeway in carrying out their assignments.
- **Internal Organization Bureau (IntOrg):** IntOrg runs the service's internal intelligence (IntSec) and counter-intelligence (IntCon) operations.
- **Analysis:** Analysis surveys and interprets the mind-bending amount of surveillance data and reports acquired by the agency each day. It monitors media transmissions, verifies the technical channels of communications, breaks encryption, and assesses enemy hardware and techniques.
- **Bureau of Operations:** The Bureau, as it is known, handles important covert operations that go beyond the normal scope of local resources. It covers enemy activity, industrial and commercial monitoring, diplomatic issues, and even destabilization and occasional assassinations.
- **Intelligence:** Intelligence takes information from Analysis and uses its own experts to detect trends and issue reports to officials across the galaxy. Each sector has its own branch for this purpose.
- **Sector Plexus:** Sector Plexus is the core of Intelligence communications throughout the galaxy. It utilizes a vast network of communications droids, the HoloNet, and the Imperial Compulink. It also serves as the conduit of information to the System Cells. These cells are secret four- to twenty-person units established throughout Imperial space. They carry out orders from the Ubiquitorate at a local level.

EVERYDAY INTERACTIONS

Most citizens don't have reason to (knowingly) interact with the intelligence services or law enforcement, but they still deal with Imperial bureaucracy each day. Local government, licenses, customs declarations, taxes, and other services all deal with the bureaucracy. Other services include:

- **Diplomatic Service:** Diplomats are used throughout the galaxy for intergovernment and large corporate negotiations.
- **Imperial Revenue Codes:** Everyone must pay taxes, and those on the shady side of the economy might draw the attention of ambitious or zealous officials.
- **Imperial Survey Corps:** Exploration continues throughout the galaxy. The Survey Corps might arrive in any relatively unexplored system to investigate it for resources to exploit.

IMPERIAL MILITARY

The Imperial armed forces are Emperor Palpatine's primary instrument for enforcing his will upon the galaxy. Composed of the Imperial Army and the Imperial Navy, the Imperial military is, on its face, the most powerful and professional armed force in the galaxy. Unfortunately, beneath its veneer of professionalism and efficiency, the Imperial military is plagued with internecine fighting, petty rivalries, and influence peddling. While these behaviors are clearly a detriment to both morale and efficiency, they are encouraged by the Emperor. In the Emperor's view, keeping his senior officers fighting one another makes them easier to control and ensures that they are too busy to attempt a coup. So far this has worked well, but growing resistance to the Empire's oppressive rule may widen these cracks in the military's effectiveness.

The following is an overview of Imperial military history and organization, and of the more famous branches of the service.

FOUNDATION

When Emperor Palpatine dissolved the Galactic Republic at the end of the Clone Wars, he moved quickly to consolidate his power and ensure the stability of his rule. Having gained control of the remnants of both the Grand Army of the Republic and the Republic Navy, he set about reorganizing these fighting forces under Imperial control.

The first few years of the Imperial military's existence were rocky. There was chaos in the ranks as officers were purged and replaced with Imperial loyalists, some with little to no military experience. The once ubiquitous clone troopers were phased out, forcibly retired, and replaced with cheaper human conscripts. Diehard Separatists rose up against Imperial power, and traitors were everywhere, a constant threat to the Emperor's hegemony. Eventually, the core of Imperial space was pacified. The Imperial military finally shrugged off the last vestiges of its Republic ancestry and came into its own as a modern fighting force.

Today, the Imperial military is a force to be reckoned with. Its list of victories is long and glorious, and as long as the Emperor remains in power, it will remain the premier military force in the known galaxy. Recent increases in insurgent activity notwithstanding, the future looks very bright for the soldiers and spacers of the Imperial military.

ORGANIZATION

Headquartered in the Federal District on Coruscant, the Imperial military is under the control of Imperial High Command. As head of state of the Galactic Empire, Emperor Palpatine is overall commander of all Imperial military forces. He has little to do with the day-to-day running of the massive Imperial military-industrial complex, however. That duty falls to the Supreme Commander, the senior-most officer in Imperial High Command. The Emperor is advised by the Joint Chiefs, a collection of generals, admirals, and other senior military officers who keep him abreast of the state of military affairs. The Joint Chiefs also report daily to the Supreme Commander, and it is the Supreme Commander who forms the Imperial Armed Forces' military goals and works directly with the military to enact the Emperor's agenda. These positions are rarely of long duration, as the Emperor seems to enjoy shifting assignments to promote infighting and competitiveness in his senior officer cadres.

Beneath the Joint Chiefs is Imperial High Command, or IHC. IHC is the agency responsible for coordinating the Imperial war effort. It consists of members of the Admiralty and the General Staff, as well as of the ISB, Stormtrooper Command, and Battlestation Command. Beneath IHC, the specific branch leadership takes over, and organization becomes more decentralized. At this level, most decisions are made by the specific leadership of each of the three main branches: the Admiralty for the Imperial Navy, the General Staff for the Imperial Army, and Stormtrooper Command for the Stormtrooper Corps. From there, command descends through officers leading military units of decreasing size, until the responsibility for fighting finally falls on the enlisted soldiers or naval troopers.

BRANCHES AND PERSONNEL

The Imperial Armed Forces consist of two main branches: the Imperial Army and the Imperial Navy. Each of these branches contains numerous subbranches, such as the Armor Corps, Engineering Corps, Naval Intelligence, Imperial Marines, and myriad other military specialty groups. Both branches have their own chain of command and sphere of influence, but the branches can and normally do work together in combined arms operations.



IMPERIAL ARMY

The Imperial Army grew out of the shattered fragments of the Grand Army of the Republic in the aftermath of the Clone Wars. The clones that made up the Grand Army were retired and replaced with stormtroopers recruited from the newly created Empire. Headquartered on Coruscant, with bases scattered throughout Imperial space, the Army is responsible for carrying out all of the Empire's planetary military operations. Its stormtroopers are now an all too common and dreaded sight across the galaxy.

The Imperial Army is primarily a planetary force. Once the Imperial Navy blockades a world, its Stormtrooper Corps and other army forces invade and establish a beachhead. Once secured, the planet can be occupied and developed as per the Emperor's decree.

IMPERIAL STORMTROOPER CORPS

The Stormtrooper Corps is the terrifying, implacable face of the Imperial armed forces. Its members are the Emperor's elite, fanatically loyal shock troops whose primary mission is to impose his will on military and civilian alike. Culled from a thousand Imperial worlds, stormtroopers occupy cities, hold territory, keep the peace, and ensure that victories remain victories. While lacking the superb skills of clone troopers, their numbers are limitless and their overwhelming might nearly impossible to counter.

Stormtroopers are the tip of the Imperial military's spear: the first troops into hostile territory, the first to board enemy ships, and the last ones out once the fighting is done. They are trained to hit hard and fast, using overwhelming force and superior tactics to completely eliminate their enemies.

Within the ranks of the Stormtrooper Corps are numerous specialty branches dedicated to specific types of warfare. There are sandtroopers, who specialize in desert warfare; deadly airborne jumptroopers; scout troopers, who act as the eyes and ears of stormtrooper units; amphibious swamptroopers; and many others. These specialist stormtrooper units make the Stormtrooper Corps extremely versatile. With the right mix of standard stormtroopers backed up with specialist units, an Imperial invasion force can take and hold nearly any planet in the galaxy.

Stormtrooper units are stationed on every Imperial world, even more so on worlds where loyalty is suspect. Thus, Core World citizens might see stormtroopers infrequently at best, thus assuaging any concerns of Imperial abuses and heavy-handed enforcement. Farther from the core, though, stormtrooper patrols regularly police city streets, a visible reminder that the Emperor is monitoring for any signs of sedition and will respond immediately against anyone who dares resist Imperial rule. Even in far-off planets in the Outer Rim, few have not encountered stormtroopers as they try to go about their normal business.

ARMOR CORPS

The Imperial Armor Corps is one of the most feared military forces in the galaxy. Highly trained and highly professional, the Armor Corps operates and maintains the Empire's fleet

THE MARITIME DIVISION AND THE ARMY AIR CORPS

While the Army is made up primarily of infantry and armor units, it also possesses a handful of special units that fall outside of these categories. Of these, the Maritime Division and the Army Air Corps are perhaps the most visible.

The Maritime Division is responsible for maintaining order on planetary waterways. Operating a diverse fleet of surface ships—from waveskimmers to aircraft carriers to submersibles—the Maritime Division fights on, in, and beneath the rivers, lakes, oceans, and wetlands of Imperial worlds.

The Army Air Corps consists of airspeeders and TIE series starfighters detached from naval service. Concerned primarily with supporting Army operations, the AAC's charge consists mainly of ground attack and air support missions.

of fighting vehicles. While it is primarily known for its imposing walkers—the AT-AT and AT-ST especially—the Armor Corps also operates tanks, armored troop carriers, infantry fighting vehicles, combat speeders, and other heavily armed and armored vehicles. They are the hammer to the infantry's anvil, supporting stormtrooper advances and engaging enemy armored vehicles in pursuit of Imperial hegemony.

The Armor Corps also contains the Imperial Artillery Corps. Imperial Artillery operates all medium and heavy artillery pieces in the Empire's arsenal. This includes stationary and emplacement pieces like the 1.4 FD P-tower anti-vehicle laser cannon and mobile artillery like the Golan Arms SP.9 and the SPHA-T.

SPECIAL FORCES COMMAND

Special Forces Command is home to the Imperial Army's various commando units. Collectively called Imperial Army Special Missions troopers, these deadly clandestine warriors are primarily deployed to handle high-risk, black ops-style missions. Within their ranks are sniper teams, infiltrators, saboteurs, commando teams, assassins, slicers, and other specially trained personnel. They perform their missions in the dark, behind enemy lines, and each knows that they are disposable and deniable assets.

ADDITIONAL ARMY UNITS

The Army Engineering Corps is responsible for building Imperial, and destroying enemy, infrastructure and materiel. The Imperial Army's Military Police force is one of the most feared and respected law enforcement agencies in the Empire, even though stormtroopers act as the most visible policing units on many worlds. Along with these are countless less glamorous units—such as administration and general maintenance—that are still vitally important to the Army's mission.

IMPERIAL NAVY

The Imperial Navy is the inheritor of a proud naval tradition that goes back thousands of years to the foundation of the Galactic Republic. Formed from the remains of the Republic Navy at the end of the Clone Wars, the Imperial Navy is the primary force projection arm of the Imperial military. With its massive fleets of ships and millions of personnel, the Imperial Navy is the largest branch of the Imperial Armed Forces.

Like the Imperial Army, the Imperial Navy falls under the command of the Emperor and his Joint Chiefs. Operationally, it is administered by the Admiralty, which oversees overall strategic planning and fleet deployments. Also like the Army, it contains a number of different branches responsible for various aspects of space warfare. The best known and most important is Fleet Command. Well respected even among its enemies, Fleet Command controls the Navy's sub-capital and capital ships. From the lowest conscript to the Admiral of the Fleet, most Navy personnel fall under the auspices of Fleet Command.

IMPERIAL FLEETS

An Imperial fleet is a supremely powerful force, capable of blockading systems, launching invasions, and utterly eliminating resistance elements or pirate threats. A fleet's simple appearance in a system is enough to smash any thoughts of resistance into submission without firing a single turbolaser.

Roughly half a dozen Star Destroyers form the backbone of any given Imperial fleet. These ships are augmented with numerous support vessels such as shuttlecraft, carriers, cruisers, gunboats, utility craft, transports, and reconnaissance ships. The exact composition and numbers of a fleet's supporting ships can vary greatly, though, depending on the fleet's mission as well as the political power of its commander.

IMPERIAL STARFIGHTER CORPS

Once a separate fighting force in the Republic, the Imperial military's new doctrinal reliance on capital ships forced it under the command of the Imperial Navy. Almost exclusively made up of TIE series starfighters, it relies more on numerical than vehicle superiority in engagements. Star Destroyers and other major ships can carry TIE fighters in great numbers.

Attending any of the Navy's academies, Imperial pilots are put through an intense training regimen designed to weed out the weak and hone the combat abilities of the survivors to a keen edge. Once they graduate, the freshly minted pilots are assigned to a ship's air wing or a naval aerospace station to begin their career fighting for the Emperor.

The Imperial starfighter pilots consider themselves the finest in the galaxy, and they are often right. They see the harsh conditions of their service and the fragility of their TIEs as badges of honor rather than obstacles. In their eyes, skill and talent wins engagements rather than shields and armor. The fact that they only sortie when they outnumber an enemy by at least three to one and that they have a staggering loss rate is often conveniently left out of these arguments.

NAVAL INTELLIGENCE AGENCY

Naval Intelligence operates under Imperial Military Intelligence to gather data to support naval operations. In earlier years, it functioned in a separate capacity and had a high degree of autonomous direction. The revelation that its commander was actually a traitor, though, led to its being reabsorbed back into Military Intelligence. ISB agents are now also deployed on Star Destroyers, to monitor loyalty in crew and commanders.

Currently Colonel Wulf Yularen of the ISB leads Naval Intelligence. He is often seen in areas of high importance to the Navy, such as the construction and operational readiness trials of a gigantic battle station in orbit around Scarif.

ADMIRAL KASSIUS KONSTANTINE [NEMESIS]

Admiral Kassius Konstantine is the perfect model of an Imperial Navy flag officer. Stern, unforgiving, and by the book, Konstantine leads from the bridge and adheres slavishly to the Imperial Navy Handbook. A native of Coruscant, he studied at the prestigious Anaxes War College and was commissioned just months after the Clone Wars came to an end. Konstantine was among the first generation of officers in the Imperial Navy, and he and his colleagues are responsible for much of the current culture and operating standards held to by naval personnel. While he is a competent leader, he is much more a politician than a warrior. He prefers meetings and committees to direct action, and he tends to lean heavily on his subordinates for the day-to-day operation of his command.

Currently the commander of a small anti-smuggling task force in the Outer Rim, Admiral Konstantine leads from the bridge of his flagship, the *Imperial I-class* Star Destroyer *Relentless*. In concert with ISB Agent Kallus, Konstantine has been dealing with a sharp rise in insurgent activity on and around Lothal. His need for personal glory often upsets his efforts and the plans of others, however, and could perhaps be the death of him one day.



Skills: Astrogation 2, Coercion 2, Cool 2, Deception 3, Discipline 2, Leadership 3, Knowledge (Warfare) 2, Negotiation 3, Perception 2, Vigilance 2.

Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once), Command 1 (add to Leadership checks; affected targets gain on Discipline checks for the next twenty-four hours).

Abilities: Never His Fault (When Konstantine would suffer strain after being targeted by a social skill check, one subordinate within short range suffers that strain instead).

Equipment: Admiral's uniform (+1 soak), datapad

GRAND ADMIRAL THRAWN [NEMESIS]

Mith'raw'nuruodo, better known to the galaxy as Thrawn, is a rarity among the Imperial Navy's officer corps: a non-human flag officer. Very little is publicly known about the mysterious Grand Admiral. He is a Chiss—a blue-skinned, red-eyed near-human from the ice-locked world of Csilla in the Unknown Regions. Much of his earlier life and service record is classified, but what little is known points to a master strategist with a prodigious intellect and a deep understanding of naval combat in all its forms. According to records, Thrawn has spent much of his career in the Outer Rim Territories leading an anti-insurgency task force responsible for eliminating rebellious activity among the Empire's holdings there. He oversaw a brilliant, if bloody, victory over insurgents at Batonn, and for that service he was promoted to Grand Admiral by Emperor Palpatine himself.

Officers who serve under Grand Admiral Thrawn, including his current flag captain and close colleague Albus Marintith, describe the Grand Admiral as cool and analytical with a deep passion for art and a comprehensive understanding of naval tactics. Only when leading his ships into combat or discussing some piece of art or obscure galactic culture does he show the powerful intellect that drives him to perfection. In fact, his deep curiosity, his thirst for knowledge, and his ability to understand a people through its art and culture make him an incredibly canny opponent. While Grand Admiral Thrawn is largely unknown to Alliance operatives, his dangerous reputation is starting to spread thanks to his activities with the Seventh Fleet at Lothal.

3	3	4	4	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W THRESHOLD	S THRESHOLD	M/R DEFENSE		
4	15	20	0	0	

Skills: Astrogation 2, Brawl 2, Charm 3, Coercion 3, Cool 4, Discipline 4, Leadership 5, Knowledge (Education) 3, Knowledge (Lore) 4, Knowledge (Outer Rim) 4, Knowledge (Warfare) 5, Knowledge (Xenology) 5, Melee 3, Perception 4, Ranged (Light) 2, Vigilance 4.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Command 3 (add to Leadership checks; affected targets gain on Discipline checks for the next twenty-four hours), Commanding Presence 2 (remove up to from all Leadership and Cool checks), Nobody's Fool 2 (upgrade difficulty of Charm, Coercion, and Deception checks made against this target twice).

Abilities: Art of War (once per session, Thrawn may make a **Hard** [◆◆◆] **Knowledge [Lore, Outer Rim, or Xenology]** check to gain insight on a particular opponent, species, or group; for each net ☆, add automatic ☆ to all skill checks Thrawn makes against that opponent, species, or group until the end of the session), Infravision (may remove added to checks due to lighting conditions).

CHIMAERA

Chimaera is a Star Destroyer currently assigned to duty in the Outer Rim Territories. The flagship of Grand Admiral Thrawn's anti-insurgency task force, it is a powerful symbol of the Emperor's reach and the Imperial Navy's strength. Laid down just after the Clone Wars, *Chimaera* is a first-generation *Imperial I*-class starship with an impressive service record and list of Imperial battle citations as long as a Wookiee's arm. It is currently under the command of Flag Captain Albus Marintith, an old and reliable Imperial Navy officer, at the request of the Grand Admiral himself.

When Thrawn moved his flag to *Chimaera* at the start of the Lothal campaign, he made a number of changes to the ship to suit his tastes. The most prominent of these changes involved renovations to his private suite of staterooms. He moved much of his art collection to his private cabin, and had a combination study-art gallery built aboard where he can meditate on his foes and concoct new combat strategies.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), Grand Admiral's uniform (+1 soak), datapad, assorted objets d'art.



MILITARY ACADEMIES

The Galactic Empire has to be utterly certain that its subjects are loyal. Without their unswerving devotion, the Empire couldn't levy the taxes it requires, nor could it inflict the endless cruelties the Emperor mandates. Various military academies across the stars serve as a means of indoctrinating the galaxy's youth at an early age. Many existed prior to the Empire and were later converted to its service, such as the Imperial Academy of Mandalore which was formerly known as the Royal Academy of Government. Where it once trained future Mandalorian leaders, it now seeks to produce loyal and effective soldiers and pilots—not always successfully.

Intense indoctrination combined with sophisticated psychological techniques and potent pharmaceuticals, though, are usually effective in ensuring that graduates respond quickly and unquestioningly to the voice of authority. While there are many academies spread across the galaxy, students often travel far to attend them, effectively isolating individuals from their support networks so that the indoctrination can take hold more quickly. Even those who do not complete their training and earn membership in the Imperial military still maintain their devotion to the Galactic Empire and spread it to their friends and neighbors.

In addition to providing the Imperial Navy and Army with necessary recruits, these institutions give the Galactic Empire a further grip on their families. Relatives want to believe that their family members have joined a just cause. Many who have considered extreme action back away from it for fear of engaging in hostilities against their own blood.

ACADEMY FOR YOUNG IMPERIALS

Located in Lothal's Capital City, the Academy for Young Imperials provides a baseline education for teenage Imperial students. In addition to indoctrinating cadets with Imperial philosophy, the academy's curriculum includes strenuous mental and physical training and testing. The primary focus is to identify students with leadership or Special Forces potential so that they can be directed toward officer training. Less qualified students enlist directly in the Imperial military as stormtroopers.

During their year of rigorous training, students work in the field with the Imperial Army on Lothal. Most assignments are routine functions, including guard duty within secure areas, deliveries of low-priority materials, and basic maintenance. However, some students come into direct physical conflict with the planet's traitorous elements. In these cases, they gain valuable experience using Imperial weapons under combat conditions. Such conflicts also factor into assessments, enabling instructors to more easily identify high-potential candidates.

CADET JAI KELL [RIVAL]

As a student at the Academy for Young Imperials, Jai Kell met with early success in its many trials. This was due partly to his devotion to the Imperial cause, but also to his natural Force-sensitivity, which he did not recognize at the time. During his training, Jai became disenchanted with the Galactic Empire after discussions with fellow students Dev Morgan (actually Ezra Bridger, who was operating undercover at the academy) and Zare Leonis. Jai eventually left the academy and went into hiding with his mother to escape the Inquisitorius.



Skills: Athletics 2, Coercion 1, Ranged (Heavy) 1, Vigilance 1
Talents: Force Rating 1.

Abilities: Force Power: Enhance (when making an Athletics check, may roll an Enhance power check as part of the pool and spend 1 to gain ✨ or ☺ (user's choice) on the check)

Equipment: Cadet uniform and helmet (+1 soak).

CADET ZARE LEONIS [RIVAL]

An Imperial cadet and a resistance sympathizer, Zare Leonis came into contact with Phoenix Cell while a student at the Academy for Young Imperials on Lothal. He had enrolled at the academy to try to find his sister Dhara, who had disappeared from the same school previously. Following leads, Leonis feigned Force-sensitivity and accepted a transfer to Arkanis Academy. Throughout his search, he has remained willing to work against the Empire and aid Phoenix Cell. He has readily accepted the personal risks associated with working against the Imperial Academy system from within it.



Skills: Athletics 1, Cool 1, Ranged (Heavy) 1, Vigilance 2.

Talents: Clever Solution (once per session, may make one skill check using Cunning instead of the linked characteristic).

Abilities: None.

Equipment: Cadet uniform and helmet (+1 soak).

TASKMASTER MYLES GRINT [RIVAL]

An Imperial officer on Lothal, Grint shares responsibility for the world's Imperial military presence with Commandant Aresko. While much of that involves security matters, the Taskmaster's duties focus on training cadets at the Academy for Young Imperials. Grint is devoted to the Galactic Empire, but he is also willing to abuse his authority for personal gain. Grint seems to enjoy inflicting punishment both upon the academy's cadets and upon any citizens who do not properly demonstrate their devotion to the Empire.



Skills: Brawl 2, Coercion 2, Ranged (Light) 1, Streetwise 1.

Talents: Intimidating 1 (may suffer 1 strain to downgrade difficulty of Coercion checks once or upgrade difficulty of Coercion checks made against this target once).

Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6.; Critical 3; Range [Medium]; Stun setting), Taskmaster uniform (+ 1 soak), comlink.

SKYSTRIKE ACADEMY

Imperial Cadets who demonstrate exceptional aptitude as starfighter pilots undergo additional training at Skystrike Academy in the Montross system. Only a small subset of the school's cadets graduate from the intense program, because Commandant Relik wants his graduates to comprise the very best fighter pilots in the Imperial Navy. Students initially train in simulator pods before beginning hands-on training in starfighters including TIE fighters, TIE bombers, and TIE interceptors.

The academy's grounds are aboard a huge station floating in Montross's upper atmosphere. This isolates the cadets from any outside influence, giving instructors more control over their interactions and education. The curriculum includes psychological testing to verify that cadets will follow orders unflinchingly. These include commands that are in violation of standing regulations to test students' responses. Educators have little tolerance for initiative or independent action, preferring pilots who strictly adhere to Imperial standards.

CADET WEDGE ANTILLES [RIVAL]

Wedge Antilles, a talented human pilot from Corellia, displayed superior skills that earned him a slot as a cadet at Skystrike Academy. Even at that time, his devotion to the Imperial cause was limited due to the suffering of his

friends and family under the Galactic Empire. In the wake of an Imperial massacre near Teralov, Wedge and several other Skystrike cadets contacted a Rebel operative about defecting. In response, Phoenix Cell infiltrated the academy and escaped with the sympathizers, though one died in the process. The survivors joined the resistance movement as pilots, where their skills will surely be of great use against the Empire and its creations in coming battles.



Skills: Cool 1, Gunnery 2, Piloting (Planetary) 2, Piloting (Space) 2, Ranged (Light) 2, Vigilance 2.

Talents: Brilliant Evasion (once per encounter when piloting a vehicle or starship, may select one opponent and make an opposed Piloting [Planetary or Space] vs. Piloting [Planetary or Space] check; if successful, the opponent's vehicle or starship cannot attack the character's vehicle for rounds equal to ✨).

Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), Imperial Navy flight suit (+ 1 soak).

THE ACADEMIES OF ARKANIS

Capital of both the Regency Worlds and the Arkanis sector, the rain-soaked world of Arkanis is the throneworld of Empress Leeya, who has allied her dominion with the Galactic Empire. In exchange for moderate Imperial taxation and continued use of Arkanis as home to part of the Imperial cadet system, the Empire grants the Regency Worlds a measure of independence. The two academies hosted here, Arkanis Academy and Vensenor Flight Academy, produce exceptional Imperial personnel but also are the subjects of many uncomfortable rumors and accusations.

ARKANIS ACADEMY

Established several decades before the end of the Clone Wars, within an ancient fortress built by a long-extinct species, Arkanis Academy has a proud heritage of producing cadets who value leadership, loyalty, and discipline. The facility is set in an especially rainy part of the continent between forested mountains and cliffs overlooking the grey, angry sea, where carnivorous marine life threatens the shores. The world's hostile wildlife keeps cadets effectively isolated from outsiders. Commandant Brendol Hux oversees a curriculum that combines theoretical studies and field exercises.

Training focuses on ground maneuvers, often on diploped beetle mounts, and joint exercises with the orbiting Vensenor Flight Academy are common. As primarily a senior academy, it trains students who have already completed a course of training at one of the Empire's junior academies. In addition to housing some five hundred cadets preparing to serve the Empire, the academy supports nearly one hundred teenage junior cadets. Live-fire exercises are common, and trips to the nearby high-gravity planet of Sirpar test the cadets' mettle.

Arkanis Academy is as rife with secrets as it is with tradition. Rumors circulate concerning a secret society of cadets who partake in lethal extracurricular activities, answering only to Commandant Hux. Students whisper of activity at Area Null, a stone tower with restricted access. Some claim it is home to Project Harvester, a secret Inquisitor program searching for Force-sensitive cadets. Others claim that Area Null supports Project Unity, in which wayward cadets are lobotomized as a form of rehabilitation.

SCAPARUS PORT

Scaparus Port is a small coastal spaceport two kilometers from Arkanis Academy. Largely an academy support town, it provides instructors and students with a place to blow off steam and features a market where they can resupply. Nestled in a gap between two cliffs near the shore, the town also caters to the local fishing industry. Crude mechanical replacement limbs distinguish many of the locals from outsiders, and most have stories of fishing trips gone awry.

While most visitors to Scaparus stop there simply for a warm cup of caf or fresh jogan fruit, most academy personnel and cadets are seeking contraband. In addition to a variety of smuggled black-market goods including holos, music, and games, Scaparus Port also has private long-range comms systems available to rent at places like Jasko's. Being able to hold unscreened, private conversations is a luxury for some cadets, and a necessity for those with ulterior motives.

VENSENOR FLIGHT ACADEMY

Based aboard the decommissioned *Venator*-class Star Destroyer *Vensenor* in orbit around the planet, Vensenor Flight Academy is part of the Imperial Academy system, which trains naval officers and pilots. Deployed on the *Vensenor* during the Clone Wars as a starfighter ace, Commandant Bythen Forral still prefers to go by his Republic Navy rank of captain. Forral often uses the academy's Corellian corvette *Gallant* for personal business. His devil-may-care attitude helps inspire students to find unorthodox solutions to any problems facing them.

While many of Forral's cadets struggle to maintain a military bearing or follow obscure regulations, his graduates receive far more combat decorations than average. However, the academy also produces more defectors than any other school in the Imperial Academy system. While investigations have found no evidence of wrongdoing, the ISB believes that Forral's emphasis on independent thought is the root cause of treason.

The truth is that Proctor Gola Chall, a deep-cover resistance recruiting agent, facilitates most defections from the academy. She has operated in secret at the academy for years and enjoys the absolute trust of the commandant. Lately, Chall has been watching one cadet with keen interest, but so has Commandant Forral. The youth is popular with the other students, and he has all the makings of a legendary starfighter ace.

ROYAL IMPERIAL ACADEMY

One of the most prestigious schools for Imperial Navy cadets is the Royal Imperial Academy. Part of its prestige comes from its location near the Imperial Palace on Coruscant. Navy officers who complete the three-year program receive higher-profile initial postings. The school's curriculum is so rigorous that nearly half of each class fails out during each year of enrollment. Students are constantly evaluated and ranked for their academic achievement as well as for adherence to the school's rules and standards. Such are its standards that some are picked out to become agents of the Imperial Security Bureau.

While the academy provides a solid grounding in mathematics and the sciences, its primary focus is practical military training, including piloting and physical fitness. Instructors include civilian experts and Imperial officers who can evaluate cadets more practically. The Office of Student Outcomes focuses upon redirecting cadet loyalty away from their factional groups—including homeworlds—and toward the Galactic Empire as a whole.

Under the oversight of Commandant Deenlark and instructors including the highly decorated Admiral (later ISB Colonel) Wulf Yularen, the academy has produced many prominent graduates since its establishment in the early years of the Empire. Many, like ISB Agent Kallus, have gone on to highly loyal and productive careers serving the Empire.

THE IMPERIAL SECURITY BUREAU

The Imperial Security Bureau (ISB) is dedicated to ensuring the internal integrity and safety of the Empire. Emperor Palpatine established the organization to identify individuals and organizations with proclivities toward sedition. The ISB enjoys broad authority to investigate anyone, including members of the Imperial bureaucracy and military in addition to nongovernmental groups. It has tremendous discretion to commandeer Imperial assets as needed and to assign punishments for those found guilty of treasonous acts.

ISB CENTRAL OFFICE

The ISB maintains its headquarters in the Verity District on Coruscant. While individual agents have a great deal of discretion in resolving their assignments, the Central Office can reassign them as needed when higher-priority targets are identified. Most spend the majority of their time in the field, only returning to the Verity District between missions. The Central Office's staff of analysts have access to HoloNet feeds from across the Empire. Analysts focus on identifying anomalies so that agents can be dispatched to eliminate any traitorous organizations at the earliest possible stage.

ISB ACADEMY

All ISB personnel train at the ISB Academy in the Verity District on Coruscant. Most students began their education at one of the other Imperial academies before transferring to here. All undergo extensive psychological and security screenings prior to enrollment, and only those who demonstrate the highest devotion to the Empire's New Order are accepted for admission. Students are exposed to intense indoctrination and subjected to additional grueling mental testing to insure that they will remain loyal under even the most extreme circumstances.

AGENT KALLUS [NEMESIS]

A human born on Coruscant, Kallus joined the ISB shortly after his graduation from the Royal Imperial Academy. Initially, he worked in the ISB's Internal Affairs and Investigations branches. After fighting insurgents on Onderon and participating in the cleansing of Lasan (where he acquired a rare bo-rifle), Kallus was transferred to Lothal under the command of Wulif Yularen to eliminate the resistance activity in that system.

During his time on Lothal, Agent Kallus (code name ISB-021) met with repeated failure in his attempts to defeat the crew of the *Ghost*. These failures led to an escalation in his tactics, and Kallus worked with increasingly prominent Imperial agents to defeat the growing insurrections. Despite the setbacks he has faced, he displays a strong sense of personal honor. There are suspicions that the acts of the Empire have

become dishonorable in his eyes, and that he could be turning traitor. However, few, if any, could ever believe that such a staunch and loyal example of Imperial efficiency could ever become disloyal.



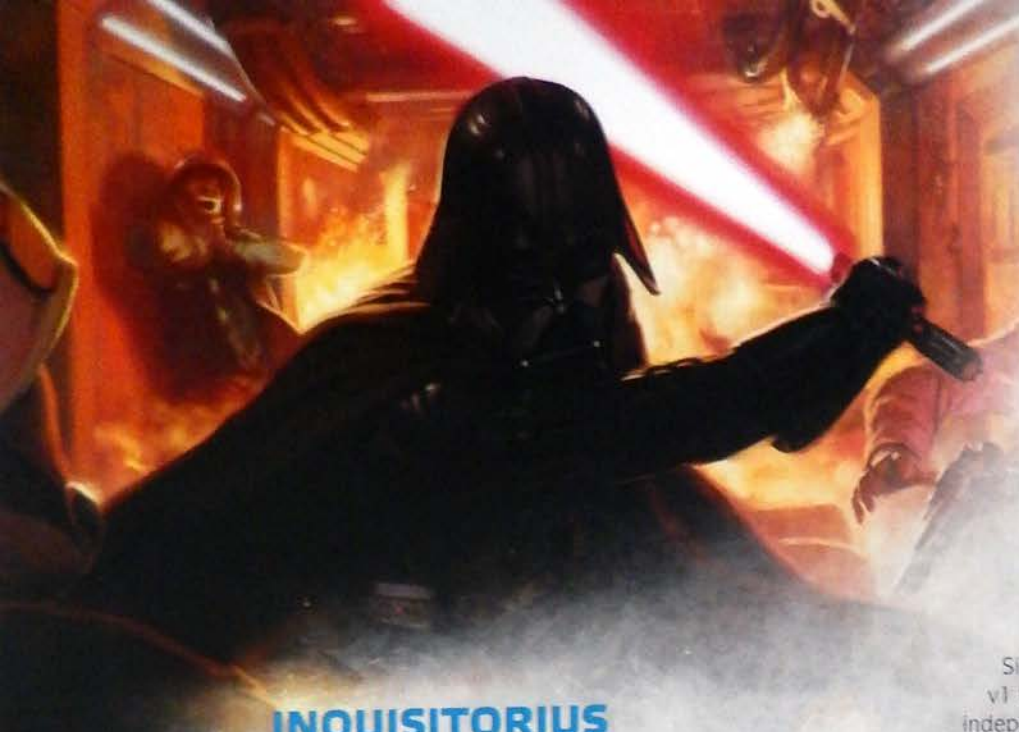
Skills: Coercion 2, Cool 2, Deception 3, Melee 3, Perception 2, Ranged (Heavy) 3, Streetwise 3, Vigilance 2.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Durable 3 (reduce Critical Injury results by 30, to a minimum of 1).

Abilities: A Step Ahead (when determining Initiative during a structured encounter, may spend \oplus to add one NPC Initiative slot to the top of the Initiative order, Kallus must take this slot during the first round.), Respected Officer (may perform a maneuver to give all stormtroopers within medium range \square on their next check).

Equipment: Bo-rifle ranged profile: (Ranged [Heavy]: Damage 9; Critical 3; Range [Medium]; Cumbersome 3, Stun setting), bo-rifle melee profile: (Melee; Damage 6; Critical 3; Range [Engaged]; Cumbersome 3, Defensive 1, Disorient 2, Knockdown, Stun setting; maneuver to switch between profiles), ISB armor (+2 soak), secure comlink.





Jedi Master Luminara Unduli was one of the facility's best-known prisoners, and was executed after capture and interrogation. Morbidly, in death she has been used as a trap for other Force-sensitives, including escaped Jedi. Double agents have "leaked" information about her imprisonment here, and her body has been preserved in such a way that her presence can still be felt through the Force. Force initiates who have attempted to rescue her have been able to feel the Jedi Master's presence guiding them. Once such intruders reach her cell, however, Imperial forces, including Inquisitors, spring their trap to capture their prey.

INQUISITORIUS

Those few who know of this mysterious organization assume that the Emperor founded it in the wake of his destruction of the Jedi Order. Its agents seem devoted to identifying and eliminating Force-sensitive individuals, perhaps as the Emperor believes that any adepts could pose a threat to his Empire. This includes not only Jedi and Padawans who may have escaped the initial purge, but also practitioners of other Force traditions. Most targets are executed, but others are taken prisoner, especially children who exhibit sensitivity to the Force. The Empire's reason for imprisoning younger Force-sensitives has been a mystery.

The existence of the Inquisitorius has been a tightly held secret. Its membership, their abilities, and their mission are little more than rumors. Few of its targets ever escape to speak of the Inquisitorius. Imperial officers who work with the Inquisitorius know better than to discuss the organization with outsiders, not that Inquisitors ever share such information with those officers. At least some Inquisitors demonstrate an ability to use the dark side, and rumors suggest that these may include fallen Jedi as well as adepts the Emperor has trained himself. Despite their common missions, Inquisitors usually operate individually and often as rivals. Many are not above concealing information, hiding allies, and poaching targets from their fellow Inquisitors to further their own power or reputation.

THE SPIRE

Stygeon Prime is a desolate world in the Outer Rim. It houses one of the galaxy's most isolated and secure prisons: the Spire. During the Clone Wars, Darth Sidious controlled the massive structure through the Confederacy of Independent Systems. He used it to imprison his former apprentice, Darth Maul, necessitating that its security systems could contain a skilled Force wielder. With the rise of the Galactic Empire, the Emperor has added a significant Imperial military presence to reinforce the prison's security. This includes TIE fighters, stormtroopers, and support elements.

TIE ADVANCED V1

Siener Fleet Systems designed the TIE Advanced v1 to be a sturdy starfighter capable of operating independently of fleet support. To achieve this objective, it added shields, a hyperdrive, and armor plating. The ship's curved S-foils fold inward when the vessel lands to minimize its storage footprint.

Factories on Lothal made the initial production run for the TIE Advanced v1, but local rebels destroyed the first model. Once the ships were back in production, they quickly became the primary transports for the Inquisitorius.

3	5	+2	DEF	FOR	PORT	STARBOARD	ARMOR
SILHOUETTE	SPEED	HANDLING	1	-	-	1	3
			HT THRESHOLD		SS THRESHOLD		
			6		8		

Hull Type/Model: Starfighter/TIE Advanced v1.

Manufacturer: Siener Fleet Systems.

Hyperdrive: Primary: Class 1, Backup: None.

Navicomputer: Yes.

Sensor Range: Medium.

Ship's Complement: One pilot.

Encumbrance Capacity: 8.

Passenger Capacity: 0.

Consumables: Two days.

Price/Rarity: 150,000 credits (R)/6.

Customization Hard Points: 0.

Weapons: Twin forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

XX-23 S-Thread Tracer (Fire Arc Forward; Damage —; Critical —; Range [Close]; Guided 3, Limited Ammo 1).

ADDITIONAL RULES

XX-23 S-Thread Tracer: This missile contains a device allowing the target's movements to be tracked regardless of where it travels, including through hyperspace.

After a character makes a successful combat check with an XX-23 tracer, he may make an **Average** (◆◆) **AstrogaSMtion check** to determine the target's location anywhere in the galaxy until the tracer is removed.

DARTH VADER [NEMESIS]

Many dark tales are told about a black-armored humanoid who serves as the Emperor's most trusted enforcer and is perhaps the most feared being in the Empire. Rumored to live in a forbidding castle on a world of lava, this warrior wields a red lightsaber and possesses terrifying powers that suggest he has a connection to the dreaded Sith. The few who claim to have survived encounters with this individual are unsure whether the armor houses a living being, a combat droid, or even a clone trooper. Many even fear that duplicates could be activated if the first is ever defeated.

In addition to his other duties to the Empire, Darth Vader is believed to be the most senior member of the Inquisitorius, and legends abound of his pursuit of target after target when other agents failed in their efforts. It is possible that Vader has trained Inquisitors in the techniques required to eliminate Force-sensitive targets.

5	3	3	4	5	4
STRAIN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
7	24	19	1	1	
STRAIN	HT THRESHOLD	S THRESHOLD	MR DEFENSE		

Skills: Athletics 2, Coercion 5, Cool 3, Deception 4, Discipline 3, Gunnery 3, Leadership 3, Lightsaber 5, Perception 2, Piloting (Space) 5, Vigilance 3.

Talents: Adversary 4 (upgrade difficulty of all combat checks against this target four times), Durable 3 (reduce Critical Injury results by 30, to a minimum of 1), Force Rating 6, Improved Parry 5 (when struck by a melee attack but before applying soak, as an out of turn incidental, may suffer 3 strain to reduce damage by 7, if used then after attack is resolved may spend ☉ or ☉☉☉☉ to automatically hit one target with wielded lightsaber, inflicting base damage plus any damage from applicable talents or abilities), Improved Reflect 5 (when struck by a ranged attack but before applying soak, may suffer 3 strain to reduce damage by 7, if used then after attack is resolved may spend ☉ or ☉☉☉☉ to automatically hit one target within medium range, dealing the same damage as the hit from the initial ranged attack), Saber Throw (may make the Saber Throw action to make a Lightsaber check as a ranged attack at one target within medium range adding up to ☉☉☉☉☉ to the check, must spend ☉ and succeed on the check to hit and may spend ☉ to have the weapon return to his hand after the attack).

Abilities: Dark Side Force User (uses Dark Side results instead of Light Side results); Force Powers: Enhance, Force Choke, Move, Sense; Terrifying (at the beginning of an encounter, each enemy within medium range must make a **Hard** [☉☉☉] fear check); I Have You Now (after inflicting a Critical Hit or Injury in combat may spend ☉ to add +20 to Critical Hit or Injury roll results).

Force Choke: : Force Power. Darth Vader may spend ☉ to immobilize a target within short range until the end of Vader's next turn. Vader may spend ☉ to inflict 1 wound on the target, ignoring soak, and may do so multiple times. Vader may also roll an **opposed Discipline vs. Discipline check** against the target. If the check succeeds, the target suffers a Critical Injury, adding +10 to the roll per ☉ spent on the check.

INQUISITORIOUS FORCE POWERS

All Inquisitors so far encountered appear to be powerful dark side Force users, none more so than their leader Darth Vader.

The Force powers presented for the NPCs in this section are not meant to be all-inclusive, though, given the power these characters possess. As such, GMs should consider granting additional Force powers or upgrades, and other abilities when they fit the situation or campaign, so as to always make these NPCs the unique and extraordinarily powerful individuals they are depicted as in *Star Wars*.

All NPCs in this section have the following Force powers, as well as any included in their own specific entries. Note that some NPC entries have additional upgrades for their powers as well.

- **Enhance:** When making an Athletics check, the character may roll an Enhance power check as part of the pool and may spend ☉ to gain ☆ or ☺ (his choice) on the check.
- **Move:** The character can hurl objects by making a Move Force power check and rolling a ranged attack as part of the pool. The attack's difficulty is equal to the silhouette of the object being thrown (default is silhouette 0) and only succeeds if he can also spend enough ☉ to move the object. The attack deals damage equal to silhouette of object times 10 [silhouette 0 deals 5 damage] plus one per ☆. To throw multiple objects, he must generate enough ☉ to move multiple objects, and must use rules for Auto-fire to determine difficulty and targeting.

Move: Force Power. Vader may spend ☉ to increase the power's range to medium range or spend ☉ increase the size of the object he can move to silhouette 4.

Sense: Force Power. Vader may spend ☉ to sense all living things within medium range of himself (including animals and sentient beings), and spend ☉ to sense the current emotional state of one living target with whom he is engaged. He may not activate either ability multiple times.

Equipment: Custom lightsaber (Lightsaber; Damage 10; Critical 1; Range [Engaged]; Breach 1, Sunder, Superior, Vicious 2), armored robes (+2 soak, +1 defense).

GRAND INQUISITOR [NEMESIS]

It is believed that this Pau'an was once a valued member of the Jedi Temple Guard, but fell to the dark side of the Force the more he grew to believe the corruption within the Republic Senate and the Jedi Order. Under the direction of Darth Vader, the Grand Inquisitor fulfills the mandate of the Inquisitorius to find and eliminate Force-sensitive threats to the Galactic Empire. His targets include former Jedi—such

THE MIGHT OF THE INQUISITORIUS

The members of the Inquisitorius are some of the most powerful individuals in the galaxy. However, a single nemesis-level NPC, even an Inquisitor, can have a hard time standing up to a large party of PCs simply because the PCs have many more turns than the nemesis. If an Inquisitor NPC is facing a PC group of four or more, the GM may choose to allow that character to take a second turn each round. The GM should add one additional NPC slot to the Initiative order at the very end of the order, and allow the NPC to act during that turn and during one other NPC Initiative slot of the GM's choice each round. Any effects that are supposed to end during the NPC's subsequent turn should end during that character's subsequent turn in the following round, instead. If desired, this mode of play can be used for similarly powerful NPCs from other organizations or worlds, at the GM's discretion.

as Ahsoka Tano and Kanan Jarrus—as well as children across the galaxy who have the potential to grow into threats to the Emperor. He has overseen special efforts to detect and capture young Force-sensitives such as Project Harvester at the Academy for Young Imperials on Lothal. While he uses the Spire for holding prisoners and performing interrogations, he travels freely across the Empire to find and eliminate threats personally either under orders from Darth Vader or on his own initiative and using his own intelligence leads.

The Grand Inquisitor has significant discretionary power to requisition Imperial assets, including a fleet of Star Destroyers. While he is not averse to pursuing his targets, he has a proclivity for devising traps that bring Force wielders to him. In pursuing his mandates, the Grand Inquisitor has authority over high-ranking Imperial military officers, and at times he has worked in concert with Grand Moff Tarkin.



Skills: Brawl 2, Charm 2, Coercion 2, Computers 2, Cool 2, Deception 3, Discipline 3, Gunnery 3, Lightsaber 4, Negotiation 2, Perception 4, Vigilance 2.

Talents: Adversary 3 (upgrade difficulty of all combat checks against this target three times), Force Rating 4, Parry 4 (when struck by a melee attack but before applying soak, as an out of turn incidental, may suffer 3 strain to reduce damage by six), Improved Reflect 4 (when struck by a ranged attack but before applying soak, may suffer 3 strain to reduce damage by six, if used then after attack is resolved may spend ☉ or ☉☉ to automatically hit one target within medium range, dealing the same damage as the hit from the initial ranged attack), Saber Throw (may take a Saber Throw action to make a Lightsaber check as a ranged attack at one target within medium range adding up to ☉☉☉ to the check, must spend ☉ and succeed on the check to hit and may spend ☉ to have the weapon return to his hand after the attack).

Abilities: Dark Side Force User (uses Dark Side results instead of Light Side results); Fearsome (at the beginning of an encounter, each enemy within medium range must make a Hard [♦♦♦] fear check); Force Powers: Enhance, Move, Sense; Dueling with Words (add ☐☐ to his social skill checks).

Enhance: Force Power. The Grand Inquisitor may use this power when making Coordination checks. He may also spend ☉ to jump horizontally to any location in short range.

Move: Force Power. The Grand Inquisitor may spend ☉ to use this power on objects of silhouette 1.

Sense: Force Power. The Grand Inquisitor may spend ☉ to sense all living things within medium range of himself (including animals and sentient beings). He may not activate this multiple times.

Equipment: Double-bladed Inquisitor lightsaber (Lightsaber; Damage 6; Critical 2; Range [Engaged]; Breach 1, Sunder; in dual-saber mode, add Linked 1 and Unwieldy 2; in spin mode, also add Defensive 1 and Deflection 1), Inquisitorius uniform (+2 soak, +1 defense).



FIFTH BROTHER [NEMESIS]

Fifth Brother is a male agent of the Inquisitorius with blocky features and gray skin. He confronts challenges directly and decisively rather than engaging in pursuit and reconnaissance. Fifth Brother prefers to physically overpower and eliminate his opponents, instead of capturing and questioning them. His fighting style is particularly savage, seeking to overcome and exhaust his opponents with potent strikes.



Skills: Brawl 4, Coercion 2, Discipline 3, Leadership 2, Lightsaber 2, Perception 2, Piloting [Space] 1, Vigilance 2.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Crippling Blow (increase combat check difficulty by one to inflict 1 strain on wounded target whenever target moves until end of encounter), Force Rating 3, Reflect 4 (when struck by a ranged attack but before six), Saber Throw (may take a Saber Throw action to make a Lightsaber check as a ranged attack at one target within medium range adding up to ●●● to the check, must spend ● and succeed on the check to hit and may spend ● to have the weapon return to his hand after the attack).

Abilities: Dark Side Force User (uses Dark Side results instead of Light Side results); Force Powers: Enhance, Move, Sense.

Enhance: Force Power. Fifth Brother may use this power when making Coordination or Resilience checks.

Sense: Force Power. Fifth Brother may spend ● to sense all living things within medium range of himself (including animals and sentient beings). He may not activate this multiple times.

Equipment: Double-bladed Inquisitor lightsaber (Lightsaber; Damage 6; Critical 2; Range [Engaged]; Breach 1, Sunder; in dual-saber mode, add Linked 1 and Unwieldy 2; in spin mode, also add Defensive 1 and Deflection 1), Inquisitor uniform (+2 soak, +1 defense).

SEVENTH SISTER [NEMESIS]

A ruthless and power-hungry Mirialan, Seventh Sister uses the dark side of the Force to find and eliminate Force adepts. As an agent of the Inquisitorius, she also has discretionary authority to commandeer Imperial assets as required to overcome such threats. Seventh Sister is a calm and thoughtful agent, preferring finesse over brute force when in combat. She liberally uses a small team of ID9 seeker droids for reconnaissance and observation while pursuing her objectives. Their findings assist her in pursuing her foes and identifying their vulnerabilities.



Skills: Brawl 3, Cool 2, Coordination 3, Deception 3, Discipline 1, Gunnery 3, Lightsaber 3, Medicine 1, Stealth 4, Vigilance 2.

INQUISITORIUS LIGHTSABERS

Inquisitors use a unique double-bladed lightsaber. Its handle incorporates a spinning mechanism that enables the blades to rapidly rotate without the wielder needing to take additional action after initiating rotation. The primary purpose of this rotation is to improve the blades' ability to deflect incoming attacks. In addition, when used with a Saber Throw action, the spinning motion adds stability that adds ■ to the check and increases the blade's damage by +1.

A character with the Enhance Force power may also use an Inquisitorius lightsaber to fly, as per the rules in the Flying sidebar in Chapter VI: Conflict and Combat in the core rulebooks.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Ataru Technique (when making a check using the Lightsaber skill, she may use Agility instead of Brawn), Force Rating 3, Parry 4 (when struck by a melee attack but before applying soak, as an out of turn incidental, may suffer 3 strain to reduce damage by six), Saber Throw (may take a Saber Throw action to make a Lightsaber check as a ranged attack at one target within medium range adding up to ●●● to the check, she must spend ● and succeed on the check to hit and may spend ● to have her weapon return to her hand after the attack).

Abilities: Dark Side Force User (uses Dark Side results instead of Light Side results); Eyes Everywhere (automatically wins ties when making an Initiative check); Force Powers: Enhance, Move.

Enhance: Force Power. Seventh Sister may use this power when making Coordination checks. She may also spend ● to jump horizontally to any location in short range.

Equipment: Double-bladed Inquisitor lightsaber (Lightsaber; Damage 6; Critical 2; Range [Engaged]; Breach 1, Sunder; in dual-saber mode, add Linked 1 and Unwieldy 2; in spin mode, also add Defensive 1 and Deflection 1), numerous ID9 seeker droids (see page 119), Inquisitorius uniform (+2 soak, +1 defense).



THE REBELLION

Resistance and rebellious acts ignited immediately upon the declaration of the new Empire. Since its establishment of tyrannical rule, somewhere, someone has always been fighting back. However, despite isolated flare-ups and occasional battles, it has taken long years for them to develop an organized resistance movement that has the capacity to become a true threat to the Imperial regime.

Unsurprisingly, the first opposition came from diehard Separatists immediately following the Clone Wars. Some isolated factions, cut off by the loss of the droid armies and the collapse of the Separatist war machine, resisted Imperial domination and occupation of their homeworlds. These groups dwindled over time as local support waned and they were captured or killed by Imperial forces.

Elsewhere in the galaxy, war-weary worlds accepted the new reality as relief from the old. While few liked every change implemented, most were willing to live with them in exchange for safety. Worlds that benefited the most from Imperial efforts were much less tolerant of resistance. The Empire occupied or otherwise controlled those worlds most likely to create problems. The Empire's worst deeds took place far from influential worlds. It would take years for stories to reach and circulate within loyal Core World systems, and most citizens simply did not believe them. Oppression, propaganda, information control, and secret police forces kept like-minded individuals from discovering each other and organizing.

Even efforts supported by individuals with the means and the drive had to organize and operate in extreme secrecy and at a very slow pace. Bail Organa and Mon Mothma understood the need to build up resistance fighting forces, as well as the amount of time it would take. Organa's limited forces, though, provided a core that could be built around and added to as other groups emerged.

Throughout the dark times, resistance fighters benefited from old heroes who were unwilling to abandon the galaxy to the Emperor. Once-familiar names from the Clone Wars fought in the shadows. A small number of surviving Padawans and other isolated Force users struggled on in extreme secrecy. Sometimes, one or more would link up with resistance fighters. Former Padawan Kanan Jarrus joined Hera Syndulla—herself the daughter of a Clone Wars veteran, Cham Syndulla, who continues to battle the Empire.

Most dissidents and resistance fighters lack access to such formidable and experienced individuals. They are generally average people at different levels of society and of varying means who cannot bring themselves to stand for or assist with Imperial laws and actions. Most don't know of the existence of other fighters, or, if they do, they lack the connections to contact them. Most resistance fighters operate locally out of necessity and are driven to fix or improve their immediate situation.

Rumblings of rebellion occasionally make the news, but Imperial reports frame these as minor conflicts that have been easily defeated by superior forces. Less often, resistance groups have achieved more spectacular successes, even against high-profile Imperial individuals or targets, but the effects usually have been short-lived and have failed to hold the galaxy's attention. While this has made recruiting extremely difficult, people have continued to resist.

Mon Mothma and Bail Organa's efforts have become increasingly successful as their secret organizations and military assets have continued to grow. However, without a major public victory with a lasting effect, it is difficult to establish themselves as a fighting force with a real chance against the Empire in the minds of the public and potential recruits. In the meantime, they are establishing resistance cells where operationally needed and, more importantly, bringing successful independent cells and groups into the fold whenever possible.

Perhaps the most effective recruitment tool for organized resistance is the Empire itself. As resistance groups continue to cause trouble, the Empire is cracking down ever more harshly. The harsher the treatment, the more dissatisfied and disaffected citizens become, making them more likely to join the fight against their oppressors. Every day brings more formerly hidden Imperial crimes and atrocities to light, even years after the fact.

The resistance must walk a fine line between antagonizing the Empire and retaining the support of sympathizers and potential sympathizers. The Empire already tries to frame rebel fighters as terrorists, so it is important for the resistance to avoid anything that would support this narrative. The leadership of the nascent Alliance is hesitant to support any group that is too extreme or radical for this very reason. The resistance needs the support of the galaxy; its ideals and conduct must appear morally superior to Imperial laws and actions whenever possible.

REBEL PLAYER CHARACTERS

As rebel fighters, Player Characters can fit into many different roles and situations. They may form a wholly new resistance group hoping to make a difference in their local area, ultimately drawing the approval and attention of the larger resistance movement. They may be recruited into the resistance due to their reputation or directly after proving themselves via a mission. They might want to stay out of the galactic conflict, but find that events overtake them, putting them in the middle of the action. Smugglers may discover that their employers are actually resistance agents. The Empire could mistake the PCs for resistance sympathizers or operatives (or frame them as such), and thus push their sympathies in that direction or force them to become so in order to survive.



THE MAKEUP OF THE EARLY REBELLION

Beyond the lingering Separatist holdouts, the early resistance was scattered across the galaxy, working as individuals or in relatively small groups. Most organized resistance was very local, outmanned, outgunned, and usually short-lived. Those who could travel throughout the galaxy found their efforts diluted, and while they could be circumstantially significant, they rarely had a lasting effect on the Empire. Establishing and keeping a base of operations hidden, staffed, and supplied was exceptionally difficult.

BAIL ORGANA AND THE ALDERAANIANS

Bail Organa's secret forces have formed some of the earliest organized resistance units. Using the power and wealth of Alderaan, as well as royal and personal fortunes, Organa has brought firepower and other hard-to-obtain assets to bear when necessary. He has been actively recruiting like-minded individuals after careful vetting. He has also kept an eye on news reports and rumors from across the galaxy, watching for telltale signs of exceptionally successful independent resistance efforts that might indicate a possible ally or even a surviving Jedi or Force user. Organa's efforts and forces have grown from the first days of the Empire to the present day, forming a core element of the nascent Rebel Alliance.

Bail Organa's mix of available forces has been ever-changing. Some are under his personal command, while others are allies willing to support his cause with action. He can call upon military troops and a variety of starship and naval vessels when firepower is needed. He has a network of secret agents and influential politicians; he can tap for information or covert missions. Thanks to Alderaan's reputation for relieving suffering, he can send personnel and starships into some struggling areas where the Imperials might normally resist outside attention.

MON MOTHMA AND POLITICAL SUPPORT

Mon Mothma's efforts in the Imperial Senate have made her a known opponent to Imperial rule. Her personal position lacks the built-in resources of Alderaan. Instead, she has focused her efforts on expanding the resistance and recruitment efforts behind the scenes. Working with secret allies, such as Bail Organa, with different levels of influence throughout the galaxy, she has continually sought new allies and worked to bring resistance groups into her confidence.

ROGUE CLONE TROOPERS

The vast majority of clone troopers have remained loyal to the Empire, held in check by their training and organic built-in programming, especially after the events of Order 66.

However, a few have discovered how to remove or negate their programming through training, operations, or even an occasional injury. Of that small subset, even fewer have been willing to take up arms against the Empire, due to circumstance or their unnatural older age. Those who have joined the rebel groups are great assets due to their extensive combat training and experience. They also understand Imperial tactics and even Imperial military bureaucracy, thanks to having participated in its Republic predecessor.

Clone troopers fighting for the growing rebellion are typically individuals in various resistance groups. A few clone troopers may work together at times. Some take steps to conceal their identity, though this rarely passes muster for medical staff who know what to look for. The clone troopers consider themselves superior in all ways to stormtroopers, and few argue with this sentiment.

DIEHARD SEPARATISTS

Separatists who never gave up the struggle against the Republic and the Empire are natural allies to the emerging rebellion. However, their dedication to the endless fight often comes with a higher degree of fanaticism and a willingness to entertain more extreme efforts than the politically minded leaders of the central resistance movement.



FULCRUM AGENTS

The rebels have an unrevealed number of secret agents and commanders directing their forces and overseeing allied cells. Some are known as Fulcrum agents, when their codenames are known at all. These agents are part commander and part active participant in the actions they direct. Fulcrum agents often investigate Imperial actions and potential leads for possible actions before turning the missions over to their subordinates to carry out. It is believed that Ahsoka Tano was the first Fulcrum agent, though in the following years others also adopted the codename such as rising intelligence operative Cassian Andor who is recruiting in the Albarrio sector. The use of a single codename for multiple agents helps to confuse Imperial intelligence efforts, should an agent's existence become known.

AHSOKA TANO [NEMESIS]

Ahsoka Tano is one of the rarest individuals in the galaxy: a nearly fully-trained Jedi who escaped Order 66 and years of pursuit by Imperial Inquisitors and agents. The one-time Padawan of Anakin Skywalker left the Jedi Order when she lost faith in its actions after she was wrongfully suspected of a terrorist act. After Order 66, she tried to hide herself in the Outer Rim and no longer considered herself a Jedi. Her desire to help eventually re-emerged, drawing the attention of both the Empire and Bail Organa. Though she followed her own path, she also became Organa's agent, codenamed Fulcrum. She was instrumental in growing the rebellion, until she discovered Darth Vader's true identity. Their confrontation on Malachor, though, may have possibly been her final battle.



FORCE USERS WITHIN THE REBELLION

Though it is extraordinarily rare, a few rebels are known to be Force users. Some are ex-Padawans who survived Order 66 or left the Jedi Order before it was eradicated, but there are others who discovered their abilities after the Empire began its rule. They represent not only the light side of the Force, but also the hope that one day the Jedi will return once again to bring order and justice to the galaxy.

The Force powers presented for the NPCs in this section are not meant to be all-inclusive, though, given the powers these characters possess. As such, GMs should consider granting additional Force powers or upgrades, and other abilities when they fit the situation or campaign, so as to always make these NPCs unique and extraordinarily powerful individuals.

All NPCs in this section (Ahsoka Tano (see above), Kanan Jarrus [on page 76], and Ezra Bridger [on page 80]) have the following Force powers, as well as any included in their own specific entries. Note that some entries have additional upgrades for their powers as well.

- **Enhance:** When making an Athletics check, the character may roll an Enhance power check as part of the pool and may spend 1 to gain ✨ or 🌀 (his choice) on the check.
- **Move:** The character can hurl objects by making a Move Force power check and rolling a ranged attack as part of the pool. The attack's difficulty is equal to the silhouette of the object being thrown (default is silhouette 0) and only succeeds if he can also spend enough 1 to move the object. The attack deals damage equal to silhouette of object times 10 [silhouette 0 deals 5 damage] plus one per ✨. To throw multiple objects, he must generate enough 1 to move multiple objects, and must use rules for Auto-fire to determine difficulty and targeting.
- **Sense:** The character may spend 1 to sense all living things within short range (including animals and sentient beings). The character may not activate this multiple times.



Skills: Astrogation 1, Athletics 2, Charm 1, Coercion 2, Cool 2, Coordination 3, Deception 2, Discipline 3, Gunnery 1, Knowledge (Lore) 2, Knowledge (Underworld) 3, Knowledge (Warfare) 4, Lightsaber 4, Leadership 2, Mechanics 2, Melee 3, Perception 3, Piloting (Planetary) 3, Piloting (Space) 2, Ranged (Light) 2, Stealth 3, Streetwise 4, Vigilance 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Ataru Technique (may use Agility instead of Brawn for Lightsaber skill), Dodge 2 (may perform Dodge incidental to suffer up to 2 strain to upgrade the difficulty of an incoming combat check by the same number), Force Rating 3, Parry 3 (as an incidental, when struck by a melee attack but before applying soak, suffer 3 strain to reduce damage by 5), Improved Reflect 3 (as an incidental, when struck by a ranged attack but before applying soak, suffer 3 strain to reduce damage by 5; if used then after attack is resolved may spend ☉ or ☉☉☉ to automatically hit one target within medium range, dealing the same damage as the hit from the initial ranged attack), Saber Swarm (as a maneuver, suffer 1 strain to add the Linked 2 item quality on the next Lightsaber combat check this turn).

Abilities: Force Powers: Enhance, Move, Sense; Fulcrum Leadership (allies within short range who know Ahsoka's Fulcrum identity add automatic ☉☉ to all skill checks).

Enhance: *Force Power.* Ahsoka may use this power when making Coordination checks and may take the Force Leap maneuver to make an Enhance power check. She may spend ☉ to leap horizontally or vertically to any location in short range and spend ☉ to increase the power's range by 1 range band.

Equipment: Pair of lightsabers (Lightsaber; Damage 6; Critical 2; Range [Engaged]; Breach 1, Dual-Phase [may change blade length once per encounter as an incidental; the next attack that turn she makes using this weapon ignores the target's melee defense], Sunder), padded armor (+2 soak), encrypted comlink.

MILITARY COMMAND

The nascent Rebellion uses its own military command structure. Individual resistance cells often retain their own ranks and structure until brought directly into the Rebellion, but even then some groups may retain their own organization. Mon Mothma leads all resistance military elements, along with the growing Rebel Alliance as a whole. Getting the various formerly-independent groups to operate in a unified manner is one of the greatest problems she faces.

Adherence to military rules varies by organization. Army and Navy units are the strictest, thanks to the many military personnel within. Agents, spies, and other operatives may receive military ranks but aren't often expected to lead military units or starships. Members may receive their orders directly from military officers, or from intelligence officials with similar ranks. Across all areas of the resistance, missions often depend more on familiarity and favors than a formalized rank structure.

USING REBEL LEADERSHIP

Rebel PCs may receive their orders from virtually any level of a resistance group's command structure. However, only the highest-priority missions and situations warrant the attention and personal intervention of the highest-level commanders. For regular missions, the group likely receives orders from a lower-level military officer or intelligence agent. Some special missions may warrant the personal attention of a Fulcrum agent. No matter the contact, the GM should try to use the same commander regularly, so the PCs can build up a relationship. That way, if there is a change in the PCs' contact this can signify something important in the campaign.

In general, rebel PCs should be able to trust their commanders and other members of the Rebellion. While they may not always have the correct information, the rebels generally act in good faith. Any rebel who doesn't should be a potential Imperial spy or someone with a personal grudge against a PC that becomes a major story element. Working for shady characters or unreliable individuals helps add shades of grey to the PCs' adventures and makes them thematically deeper as they must decide what kinds of people they can trust or what actions are justified when fighting the evil Empire.

REBEL CELLS

Imperial dominance in society requires the Rebellion to operate in extreme secrecy. The cell is the most widespread and adaptable organizational method at the Rebellion's disposal. A rebel cell is often created organically, as like-minded individuals band together to carry out local resistance. However, the Rebellion also deliberately sets up new cells in areas where its leadership wants to expand operations or recruitment. One or more operatives typically enters a target area looking for opportunities to find disgruntled citizens likely to take action. Several cells might be deployed simultaneously to kickstart resistance or to carry out specific missions.

LOCAL RESISTANCE

Independent cells vary greatly in capabilities, personnel, and motivation. They typically focus on a few very local issues in the beginning, and then expand their goals and operations when they realize the inherent limitations against boundless Imperial resources. Many cells start completely unprepared and inexperienced in covert operations, and an untold number fail during their first actions as a result. Arrest, detention, and death are common.

Successful cells may grow into a full-blown resistance movement, with bases, supplies, and limited intelligence gathering. However, this is extremely difficult to achieve on strong Imperial worlds. When survival requires the highest degree of secrecy, cells must operate with minimal knowledge of other cells.

Rebel intelligence operatives watch for possible autonomous cells for recruitment into the Rebellion. They may become aware of an independent cell through its public attacks and other actions. Cells that operate recklessly are likely to be observed for some time before being recruited. The Rebellion is always short on personnel, but it takes care to avoid associations with extremist groups that don't limit their attacks to Imperial facilities, military, and operations. Independent cells that attempt to reach out to the Incipient Alliance are treated with equal care to avoid falling prey to Imperial counterintelligence operations.

CELL COMMAND STRUCTURE

The rebels promote a highly decentralized cell structure, with top-down communication links. They organize their cells in groups of three or four individuals who know each other and operate as a group. Each of these individuals also knows one person in a different cell that also has three or four people. Orders typically come from a handler who passes information, intelligence, and instructions through the network. Intelligence and mission reports are returned in the same manner.

In mature operations, cells create a network in which the loss of one cell won't take down the entire operation. Individual operatives only know a few people and therefore cannot reveal the scope of the operation or too many names of those involved. In fact, members of large networks often have no idea exactly how big it is. The overall handler or commander can be a point of weakness if discovered or captured, but the handler may not know every individual involved, either.

DORMANT AND SLEEPER CELLS

Sometimes resistance fighters establish dormant or sleeper cells that have no missions other than to remain ready for action when called upon. If they are establishing their own operation in a new city or similar area, they may concentrate on recruitment and reconnaissance for the first few weeks or months before carrying out any missions. If they are promoting an uprising, they may leave most cells dormant during preparation, and activate them all at once.

Sometimes resistance operations pursue a target of opportunity that is unpredictable in some fashion. It may be a specific starship that only returns to its home port periodically. It could be a particular senior commander who makes unscheduled inspections in outlying areas. Sleeper cells might be activated to aid or rescue agents in trouble and hide them until resistance forces can arrange relatively safe extraction.

MISSIONS

Ideally, Rebel missions are highly tailored to a specific cell's capabilities and available targets. While there are plenty of examples of ill-prepared individuals being pressed into service in an emergency situation, it should be the exception. Sabotage and pseudo-commando raids are common. Intelligence gathering and other reconnaissance are extremely important, as information about Imperial movements and programs is difficult to obtain. These may not always be the most exciting tasks, but they are critical to countless operations. Highly visible, public attacks are not the norm, but they cannot always be avoided, and sometimes they are desired for recruitment, propaganda, and public morale purposes. Sneaking slaves, captured resistance agents, or other at-risk individuals away from the Imperial grasp is a highly risky endeavor.

COMMAND CONTACTS

Cell leaders typically work with specific agents via blind drops or heavily encrypted and coded messages. Large cell networks are overseen by ranking Rebel military commanders or intelligence personnel. Smaller networks and isolated cells report to lower-level officers and agents, although cells in sensitive areas or undertaking exceptionally important missions often rate special attention. Communication methods are always strictly controlled, and any irregularities may indicate Imperial interference or detection.





PHOENIX CELL

Phoenix Cell is a prime example of an important cell developing into an active fighting force effective on many fronts. Unlike planet-bound forces, Phoenix Cell operates as a small fleet known as Phoenix Squadron. The cell started off as a few ships and is currently led by Commander Jun Sato.

The addition of the Lothal rebel cell greatly expanded Phoenix Squadron's capabilities. Called the Spectres, pilot Hera Syndulla and the crew of her armed freighter, the *Ghost*, achieved a great deal of success and attracted a lot of attention fighting the Empire on the backwater planet of Lothal. They initially worked with Phoenix Squadron on specific missions before becoming attached to Phoenix Cell.

Phoenix Squadron actively engages Imperial forces on a regular basis, and the makeup of the fleet changes with every gain or loss. It is largely composed of variations of the Corellian Engineering Corporation CR90 corvette and A-wing starfighters. The *Pelta*-class frigate *Phoenix Home* served as command ship and starfighter carrier until Darth Vader single-handedly destroyed it and much of the squadron.

Commander Sato escaped and transferred command to the blockade runner *Liberator*. The squadron was later reinforced with *Hammerhead*-class corvettes "stolen" from Leia Organa. It also replaced its lost carrier capabilities by capturing and stealing an Imperial *Quasar Fire*-class cruiser carrier. Phoenix Cell's fighter capabilities were fortified with replacement A-wings, and new ships appear almost daily it seems—often from the most unexpected of sources.

COMMANDER JUN SATO [NEMESIS]

Jun Sato hails from Mykapo, a planet that saw the Empire's power grow so onerous that multiple resistance uprisings sprung up against it. His own brother led one of the cells, the Iron Squadron. Later, thinking the cell lost when his brother died, Sato joined a rebel cell that operated in a wider area. As its commander, he often displays a stern, by-the-book bearing. His dedication to the cause is second to none, and he is willing to make any sacrifice to protect his personnel and hasten the end of the Empire.



Skills: Astrogation 2, Computers 2, Cool 2, Discipline 3, Gunnery 3, Knowledge (Outer Rim) 2, Knowledge (Warfare) 3, Leadership 3, Negotiation 2, Perception 3, Piloting (Space) 2, Ranged (Light) 2, Vigilance 2.

Talents: Command 2 (add to Leadership checks; affected targets add to Discipline checks for the next 24 hours), Commanding Presence 2 (remove from Leadership and Cool checks), Fire Control (take Fire Control maneuver; all combat checks made from current starship or vehicle count their target's silhouette as one higher than normal, until the beginning of Sato's next turn).

Abilities: Evasive Action (as an action, Sato may make a **Hard** (◆◆◆) Leadership check; for every ☆, a silhouette 4 or smaller allied starship or vehicle within medium range may immediately perform the Evasive Maneuvers maneuver as an out-of-turn incidental without suffering strain or system strain; a silhouette 5 or larger ship may take an immediate maneuver; on a ⊕, the check applies to all allied ships within medium range).

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), padded armor (+2 soak), encrypted comlink.

MISSIONS

Phoenix Squadron can handle a wide variety of mission types. Many missions simply keep the cell and other allied forces supplied, crewed, and informed. With no real income and few credits, its members regularly raid Imperial convoys and supply caches to seize fuel, arms, and sometimes ships. Mercy missions relieve settlements and other areas suffering under Imperial oppression, which often requires running Imperial blockades. When the Spectres joined it also gained two Force users: Jedi Kanan Jarrus and his apprentice, Ezra Bridger. They added new mission capabilities but have also frequently clashed with mysterious Imperial Inquisitors and other Force users.

THE SPECTRES

The Spectres are a diverse group assembled over time by Hera Syndulla and operating almost exclusively from the *Ghost* or its shuttle *Phantom*. Each member has unique skills, and all are dedicated to defeating the Empire. More importantly, this band of orphans and survivors have formed their own tight-knit family, where each would fight and die for the others.

SPECTRE 1: KANAN JARRUS [NEMESIS]

Kanan Jarrus is a former Jedi Padawan whose master was killed in Order 66. Barely escaping, he quickly abandoned his birth name of Caleb Dume and spent years in the shadows avoiding Imperial notice as a minor smuggler and pilot-for-hire. This life ended when Hera Syndulla encountered him in the Gorse system, where they worked together to thwart an Imperial noble from destroying a world to reap enormous profits. As part of their battles, he revealed himself as a Force user and was later convinced to join her in fighting back against the Empire.

Kanan's training from the Clone Wars has been invaluable in planning and executing missions the Spectres undertake, but perhaps his most important role is as mentor and instructor to Ezra Bridger. Finding another Force-sensitive has allowed Jarrus the opportunity to put his master's training to use again, though he often worries he is not up to the task and is afraid his impatient charge may be slowly falling to darkness. These feelings became intensified when he was blinded in a ferocious combat with Maul on Malachor. Kanan now uses the Force to compensate for his lack of sight, and has also achieved a greater understanding of the Force through his interactions with the mysterious being known as Bendu.



Skills: Athletics 3, Charm 2, Brawl 2, Cool 2, Deception 2, Discipline 4, Knowledge (Underworld) 2, Lightsaber 3, Melee 2, Perception 3, Piloting (Planetary) 3, Piloting (Space) 3, Ranged (Light) 3, Skulduggery 2, Streetwise 2, Vigilance 3.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Force Rating 3, Improved Parry 3 (when struck by a melee attack but before applying soak, as an out of turn incidental, may suffer 3 strain to reduce damage by 5, if used then after attack is resolved may spend or to automatically hit one target with wielded lightsaber, inflicting base damage plus any damage from applicable talents or abilities), Improved Reflect 3 (when struck by a ranged attack but before applying soak, may suffer 3 strain to reduce damage by 5, if used then after attack is resolved may spend or to automatically hit one target within medium range, dealing the same damage as the hit from the initial ranged attack), Steely Nerves (spend one Destiny Point to ignore Critical Injury effects on Willpower and Presence checks until end of the encounter).



Abilities: Force Powers: Enhance, Kanan's Farsight (see below), Move, Sense.

Enhance: *Force Power.* Kanan may use this power when making Resilience or Brawl checks.

Kanan's Farsight: *Force Power.* Though blind, Kanan can use his connection to the Force to function as if sighted. He does not need to spend to activate this power.

Move: *Force Power.* Kanan may spend to increase the power's range to medium range or to increase the size of the object he can move to silhouette 2.

Equipment: Lightsaber (Lightsaber; Damage 6; Critical 2; Range [Engaged]; Breach 1, Sunder, Modular [add to Perception checks to detect when disassembled]), blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), padded armor (+2 soak), encrypted comlink.

SPECTRE 2: HERA SYNDULLA [NEMESIS]

Hera Syndulla is the daughter of Cham Syndulla, who fought for their Twi'lek homeworld of Ryloth first against the Separatists in the Clone Wars, and now against the Empire in these even darker times. It was during the war that as a young girl she rescued and repaired an astromech droid known as Chopper from a crashed Republic starfighter. It was also during this time that she became fascinated with piloting. After her mother died and her father became more and more devoted to fighting only for Ryloth, Hera left to join a resistance movement against the Empire led by the secretive "Fulcrum."

Along the way Hera acquired the *Ghost*, and grew into an important Rebel commander as well as one of the best pilots around. As captain of the Spectres' main vessel as well as de facto home for the group, she often serves as the one who settles arguments, ensures ship upkeep is done, and the final decider while the group is aboard.



Skills: Astrogation 2, Charm 2, Computers 1, Cool 3, Coordination 2, Deception 3, Discipline 1, Gunnery 3, Leadership 3, Mechanics 3, Perception 3, Piloting (Planetary) 3, Piloting (Space) 4, Ranged (Light) 2, Streetwise 4, Vigilance 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Master Pilot (once per round when piloting a starship, may suffer 2 strain to perform any action as a maneuver), Skilled Jockey 2 (remove ■■ from Piloting checks), Supreme Full Throttle (as an action, make a **Hard** [◆◆◆] **Piloting check** to increase the vehicle's top speed by two for three rounds; suffer 1 strain to use as a maneuver and reduce difficulty to **Average** [◆◆]).

Abilities: Lifelong Resistance Leader (once per turn, may spend a maneuver to allow one ally within medium range to perform an action as an out-of-turn incidental), Proudful Piloting (while Hera pilots the *Ghost*, that vehicle's silhouette counts as 3), Twi'lek (remove ■ imposed by hot or arid environmental conditions).

Equipment: Holdout blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), heavy clothing (+1 soak), the *Ghost*, encrypted comlink, goggles, tool kit.

GHOST

The Spectres commonly use the *Ghost* on their missions, which sadly means Imperial forces quickly recognize this VCX-100 freighter. Early on, it was modified to allow the docking of a shuttle fighter (originally *Phantom*, then *Phantom II*).



Hull Type/Class: Light Freighter/Modified VCX-100.

Manufacturer: Corellian Engineering Corporation.

Hyperdrive: Primary: Class 1, Backup: Class 14.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, one co-pilot/engineer, one turret gunner, one aft turret gunner, two crew.

Starfighter Complement: One (custom).

Encumbrance Capacity: 200.

Passenger Capacity: 6.

Consumables: One month.

Price/Rarity: 155,000 credits/8.

Customization Hard Points: 5.

Weapons: Turret-mounted twin light laser cannons (Fire Arc All; Damage 5; Critical 3; Range [Close]; Linked 1).

Aft-mounted twin light laser cannons (Fire Arc Aft; Damage 5; Critical 3; Range [Close]; Linked 1).

Forward-mounted twin medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

Forward-mounted proton torpedo launchers (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 5, Linked 1, Slow-Firing 1).

SPECIAL RULES

Sensor Jammer: Upgrade the difficulty of checks from incoming scans to verify identification of this ship as the *Ghost* strike.

PHANTOM

The *Phantom* served the Spectres well, until it was unfortunately lost in a mission to recover mothballed Y-wings that were slated for destruction. Its hyperdrive capability made it especially valuable as it allowed the Spectres to split up or launch small missions where the larger *Ghost* might be impractical or too easily noticed.



Hull Type/Class: Shuttle/VCX-series auxiliary starfighter (customized).

Manufacturer: Corellian Engineering Corporation.

Hyperdrive: Primary: Class 2, Backup: Class 15.

Navicomputer: Yes.

Sensor Range: Close.

Ship's Complement: One pilot.

Encumbrance Capacity: 5.

Passenger Capacity: 8.

Consumables: One day.

Price/Rarity: 22,000 credits/6.

Customization Hard Points: 3.

Weapons: Forward-mounted twin light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

Dorsal turret-mounted light laser cannon (Fire Arc All; Damage 5; Critical 3; Range [Close]).

PHANTOM II

The Spectres managed to acquire one of these elderly vessels during a fight with Clone War-era Separatist droids after the original *Phantom* was lost in action. After some modifications, this Neimoidian escort shuttle can now dock with the *Ghost* and support Phoenix Squadron actions.



Hull Type/Class: Shuttle/*Sheathipede*-class (customized).

Manufacturer: Haor Chall Engineering.

Hyperdrive: Primary: Class 2, Backup: Class 10.

Navicomputer: None—Astromech droid socket.

Sensor Range: Short.

Ship's Complement: One pilot, one co-pilot/engineer.

Encumbrance Capacity: 10.

Passenger Capacity: 8.

Consumables: One week.

Price/Rarity: 114,000 credits/7.

Customization Hard Points: 1.

Weapons: Forward-mounted twin light laser cannons (Fire Arc Forward and Aft; Damage 5; Critical 3; Range [Close]; Linked 1).

Aft-mounted twin light laser cannons (Fire Arc Forward and Aft; Damage 5; Critical 3; Range [Close]; Linked 1).

SPECTRE 3: CHOPPER [NEMESIS]

Chopper, or more formally C1-10P, is Hera Syndulla's cranky, patched-up, prankster astromech droid, one of the few remaining of that now-defunct production line. He was already advanced in years when his Y-wing crashed on Ryloth, but has remained quite energetic if worryingly cunning and independent for a droid.

As part of the Spectres, Chopper is invaluable in keeping the *Ghost* running as well as handling many slicing and mechanical efforts needed in missions. He displays many strong personality traits, such as delighting when some of his fellow Spectres suffer pratfalls or other setbacks. He is also highly jealous of his role on the ship (though never happy to perform any duties), and doesn't hesitate to thwart attempts of other droids to ingratiate themselves with the crew.



Skills: Astrogation 3, Computers 4, Cool 2, Discipline 2, Gunnery 2, Melee 1, Mechanics 4, Perception 2, Piloting (Planetary) 2, Piloting (Space) 3, Skulduggery 3, Vigilance 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Bad Motivator (once per session as an action, make a **Hard** [◆◆◆] **Mechanics** check to cause one targeted device to spontaneously fail), Gearhead 2 (remove ■■ from Mechanics checks; halve credit cost for mods and attachments), Solid Repairs 2 (repair +2 hull trauma when repairing a ship or vehicle).

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons and toxins), Grumpy 1 (the first time a character targets Chopper with a social skill check during an encounter, upgrade the difficulty once. If the check generates ☹, upgrade the difficulty of all subsequent social skill checks as well).

Equipment: Arc welder (Melee; Damage 3; Critical –; Range [Engaged]; Stun Damage), booster rocket (allows Chopper to fly, as per the rules in the **Flying** sidebar in **Chapter VI: Conflict and Combat** in the core rulebooks), built-in repair tools (counts as tool kit), built-in encrypted comlink, emergency repair kit (may be used once per session).

SPECTRE 4: GARAZEB "ZEB" ORRELIOS [NEMESIS]

"Zeb" Orrelios is the last living Lasat, as far as most people know. Most galactic denizens are unaware of these large, powerful bipeds; those who are aware believe the entire species wiped out by the Empire after they protested the Emperor's actions. What even fewer know is that Lasan wasn't the actual Lasat homeworld, only the world most Lasat lived on. Zeb was a member of the Lasan Honor Guard, armed with one of its signature bo-rifles and charged with protecting its royal family and populace. That he was unable to do so continually drives his hatred for the Empire, and led to his joining Hera Syndulla's crew.

Zeb often provides the key muscle and firepower a mission needs, but the others can overlook the tactical combat skills given his rough nature. He was also instrumental in rediscovering the true Lasat homeworld of Lira San, buried deep in Wild Space. Seeing a thriving Lasat populace here drives him to fight against the Empire even harder. Now he is defending his people, instead of avenging them.



Skills: Athletics 4, Brawl 3, Coercion 2, Cool 2, Coordination 2, Gunnery 2, Knowledge (Outer Rim) 2, Melee 3, Perception 3, Ranged (Heavy) 3, Resilience 2, Stealth 2, Survival 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Durable 2 (reduce Critical Injury by 20, to a minimum of 1), Physical Training 2 (add □□ to Athletics and Resistance checks).

Abilities: Prehensile Feet (add □ to Athletics checks when climbing), Lasat Combat Training (when making a brawl or melee attack, Knockdown costs one less ☹).

Equipment: Bo-rifle ranged profile: (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Cumbersome 3, Stun setting), bo-rifle melee profile: (Melee; Damage 8; Critical 3; Range [Engaged]; Cumbersome 3, Defensive 1, Disorient 2, Knockdown, Stun setting; maneuver to switch between profiles), Lasan Honor Guard armor (+1 soak, +1 defense), encrypted comlink.



SPECTRE 5: SABINE WREN [NEMESIS]

Sabine Wren is a Mandalorian of House Vizsla, a skilled mechanic and specialist in weapons development. She entered the Imperial Academy on Mandalore and there befriended fellow cadet Ketsu Onyo, but soon learned that the Empire was using her creations to oppress her people. When her family sided with the Empire instead of her, Sabine fled with Ketsu to become bounty hunters for a short time. This ended in a violent financial dispute that severed their friendship for years. Later, she joined Hera Syndulla's growing resistance cell where she can put her mechanical and combat abilities to their fullest use, often with quite explosive results.

Sabine's demolitions talents are surpassed only by her artistic endeavors, and she takes any opportunity to paint colorful graffiti during Spectre operations. Some even say she might have a great future as an artist, should she survive the war against the Empire. Her Mandalorian heritage, though, may lead her to even greater accomplishments.



Skills: Athletics 3, Brawl 3, Coercion 1, Cool 2, Coordination 3, Gunnery 2, Knowledge (Lore) 1, Mechanics 3, Melee 3, Perception 2, Piloting (Planetary) 2, Piloting (Space) 2, Ranged (Heavy) 1, Ranged (Light) 3, Skulduggery 2, Streetwise 2, Vigilance 2.

Talents: Pistols Blazing (as an incidental, suffer 1 strain to avoid increasing the difficulty of a Ranged [Light] check to attack with two pistol weapons), Soft Spot (after making a successful attack, spend one Destiny Point to add 3 damage to one hit), Stalker 2 (add to Stealth and Coordination checks), Swift (do not suffer normal penalties for moving through difficult terrain).

Abilities: Mandalorian Maneuvers (once per encounter when using a maneuver to move, may add to incoming attacks until the beginning of Sabine's next turn).

Equipment: Two blaster pistols (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Accurate 1, Stun setting), Mandalorian jetpack (allows user to function as a silhouette 1, speed 2, handling 0, system strain threshold 4 vehicle that can only operate in atmosphere, and requires Piloting [Planetary] to operate), Mandalorian battle armor (vacuum sealed, integrated encrypted comlink, adds to ranged attacks, +2 soak, +1 defense), encrypted comlink, various explosives and detonators, pair of ArtCannon Airbrushes with extra paint and propellant canisters, tool kit.

SABINE'S TIE FIGHTER

Sabine considers the vibrant paint job she gave to a TIE fighter the Spectres stole to be perhaps her finest work. She has also applied her mechanical skills to allow it to carry a passenger (or two in a tight squeeze) as well as have customization potential for specialized missions.

THE DARKSABER

This ancient weapon is unlike any other known lightsaber. Its hilt emits a thin, curved blade of utter blackness with a halo of white energy, rather than the colorful glowing blades of other lightsabers. Legend has that the first Mandalorian Jedi fashioned it centuries ago. Many have used it over the ages, from the Jedi of old to the Mandalorians who stole it from their temple and made it a symbol of House Vizsla. Recently, it has been sighted on Dathomir and has come into the possession of Sabine Wren—a descendent of that House. Whether she knows the significance of her newest weapon, or what she might do if she does, remains to be seen.

The Darksaber is a unique item and has the following profile: (Lightsaber; Damage 6; Critical 2; Range [Engaged]; Accurate 1, Breach 1, Defensive 1, Sunder). The crystal has all of its mods applied, and the hilt has no hard points. While the user openly displays the weapon, add automatic to social skill checks that character makes against Mandalorian characters.



Hull Type/Class: Starfighter/TIE series.

Manufacturer: Sienar Fleet Systems.

Hyperdrive: None.

Navicomputer: No.

Sensor Range: Close.

Ship's Complement: One pilot.

Encumbrance Capacity: 4.

Passenger Capacity: 1.

Consumables: Two days.

Price/Rarity: 60,000 credits (R)/4.

Customization Hard Points: 2.

Weapons: Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6, Critical 3, Range [Close]; Linked 1).

ADDITIONAL RULES

EMP Blast: Sabine has been known to rig her TIE fighter with a multitude of stolen EMP grenades, enough to disable even a Star Destroyer. Activating the grenades must be done via remote detonation (as it would be extremely unhealthy to be in the cockpit when they go off).

Once detonated, all ships within close range on a planetary scale suffer 50 system strain; those within short range suffer 25 system strain. At the GM's discretion, the effects may be far more catastrophic on any starship the TIE fighter is within. Characters inside an affected ship wearing stormtrooper armor or using electronics are knocked unconscious. These effects last for 12 rounds or 30 minutes of narrative time. This blast has the Limited Ammo 1 rule, and it takes at least a month of narrative time to steal enough grenades to create another EMP cluster of sufficient power.



SPECTRE 6: EZRA BRIDGER [NEMESIS]

In perhaps an auspicious coincidence, Ezra Bridger was born on the same day as the Empire began its life. It was that Empire that later made him an orphan when it dragged his parents away for speaking out against it. Ezra grew up as a minor thief and con artist to survive. This ended when he not only aided the Spectres in a mission on his homeworld of Lothal but revealed Force abilities to the ex-Padawan Kanan Jarrus—powers Ezra himself had no idea he possessed. Joining the crew, Ezra has since acted as spy, warrior, and mission leader for the Spectres. His skills in using the Force and wielding a lightsaber have also grown impressively under Kanan's training. Despite this, Ezra is often irritated that he has not become more powerful and impatient to see the Empire's threat to his friends ended once and for all.

Since joining the Spectres and later Phoenix Cell, Ezra traveled far from Lothal and encountered wonders and dangers he never imagined as a petty crook in Capital City's back alleys. Where once he lived only for himself, he's become a member of the *Ghost* family but also a part of the growing rebellion against the Empire. His wider experiences have also changed his goal of revenge for the deaths of his parents to that of ending the suffering and brutality it inflicts on beings everywhere. The depths of his feelings and eagerness for greater power to fight his foes more effectively, though, means he seems at many times to be just one step away from falling to the dark side.

2	3	2	3	3	2
BRAWN	AGILITY	INTELLECT	CLUNNING	WILLPOWER	PRESENCE
SOM VALUE		W THRESHOLD		S THRESHOLD	
4		12		14	
M/R DEFENSE			0		

Skills: Athletics 2, Brawl 1, Cool 1, Deception 2, Discipline 1, Gunnery 1, Knowledge (Underworld) 2, Lightsaber 2, Ranged (Light) 2, Skulduggery 2, Stealth 2, Streetwise 2, Survival 1.

Talents: Animal Empathy (add ○ to checks made to handle or tame an animal; spend ● to add ✨ or ☹ [user's choice] to check), Force Rating 2, Indistinguishable (upgrade difficulty of checks to identify this character once), Keen Eyed (remove ■ from Perception and Vigilance checks; decrease search time by half), Improved Reflect 2 (when struck by a ranged attack but before applying soak, may suffer 3 strain to reduce damage by 4, if used then after attack is resolved may spend ☹ or ☹☹☹ to automatically hit one target within medium range, dealing the same damage as the hit from the initial ranged attack).

Abilities: Force Powers: Enhance, Foresee, Influence, Move, Sense.

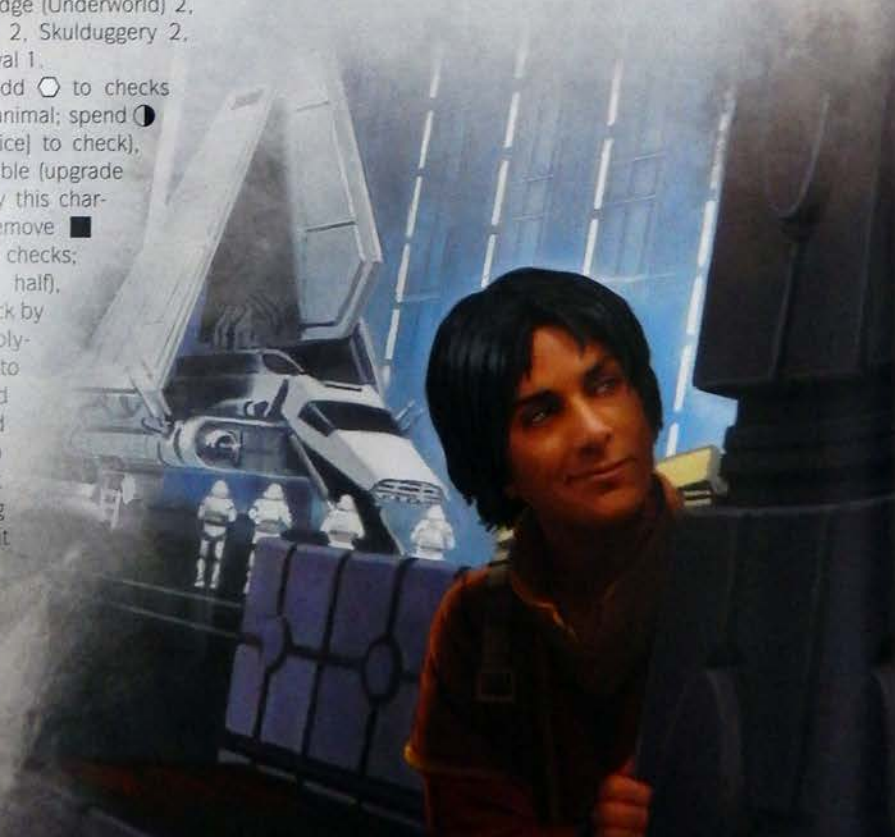
Foresee: Force Power. Ezra may spend ● to see hints for events to come up to a day in his own future. He may spend ○ to pick out additional details or to increase the number of days.

Influence: Force Power. Ezra may spend ● to shape thoughts of others or inflict 1 strain on someone he is engaged with. Ezra may make an **opposed Discipline vs. Discipline check** combined with an **Influence power check** and spend ● to cause the target to adopt an emotional state or believe something untrue for one round or five minutes.

Equipment: Lightsaber (Lightsaber; Damage 6; Critical 2; Range [Engaged]; Breach 1, Sunder), heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), padded armor (+2 soak), encrypted comlink, collection of Imperial helmets. Ezra once used a custom lightsaber with integrated blaster: lightsaber (Lightsaber; Damage 6; Critical 2; Range [Engaged]; Breach 1, Sunder); blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun Damage) until it was destroyed in a clash on Malachor. In his earlier years, he employed a wrist-mounted energy slingshot (Ranged [Light]; Damage 4; Critical 5; Range [Short]; Disorient 3, Stun Damage).

CAPTAIN REX [NEMESIS]

Captain Rex is not "officially" one of the Spectres, but he has fought closely at their side in many battles and missions. Officially designated CT-7567, he gained his nickname of Rex during the Clone Wars, where he became a captain and served under General Anakin Skywalker. He also formed close ties with Skywalker's young Padawan, Ahsoka Tano. Rex and a few other clones had removed the implanted chips that Order 66 triggered, but almost all others hadn't and Jedi everywhere fell in a hail of blaster fire. After the war, Rex and his comrades escaped to Seelos, where they thought they would live out what was left of their artificial





Abilities: Joopa Worm Pattern (as a maneuver, make a Hard Leadership check to allow allies within short range who move in their following turn to gain +1 defense for the remainder of the round)



Equipment: Two blaster pistols (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting, Superior [additional damage already included in profile]), clone trooper armor (+2 soak), encrypted comlink.

accelerated lives hunting gigantic joopa worms. Years later, Ansooka, now a leader in the Rebellion, sent the Spectres to find him as a source of possible new bases. After working jointly to repel an Imperial attack, Rex decided to rejoin the fight with his old friend plus his new ones.

That is not to say relations with the crew aboard the *Ghost* have always been good. Kanan Jarrus was especially distrustful of Rex and his fellow clones on sight, recalling the role that clone troopers had in murdering his Jedi master and destroying the Order. It was only through several shared missions that Kanan came to respect the ex-trooper, and now values Rex's judgement especially in combat situations. As someone with extensive tactical training plus years of battlefield experience, Rex has become an invaluable part of the Spectres and Phoenix Cell as their battle against Imperial forces grows from simple hit-and-run attacks to larger strategic assaults.



Skills: Athletics 3, Brawl 3, Charm 2, Coercion 3, Cool 3, Discipline 4, Knowledge (Warfare) 4, Leadership 4, Mechanics 2, Perception 3, Ranged (Heavy) 4, Ranged (Light) 4, Survival 3, Vigilance 4.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Coordinated Assault (as a maneuver, may allow up to four engaged allies to add  to combat checks until the beginning of Captain Rex's next turn), Commanding Presence 2 (remove  from Leadership and Cool checks), Quick Draw (once per round, draw weapon or item as an incidental), Side Step 2 (as a maneuver, suffer up to 2 strain to upgrade the difficulty of incoming ranged attacks by an equal amount), Swift (do not suffer normal penalties for moving through difficult terrain).

GM GUIDANCE: USING THE SPECTRES

The Spectres, along with their ship *Ghost*, are perhaps the most iconic figures of this age of Imperial rule. They have grown from a small, isolated resistance movement to a potent force that the Empire must devote significant resources to counter—or try to counter. As such, they can make for excellent NPCs to enrich campaigns set in this era, especially in recurring roles. The following are some suggestions for tying the Spectres into adventures:

- The PCs are sent on a rescue mission after one or more of the Spectres are captured. Alternatively, they and the PCs could have been captured together and must join forces to escape.
- The Spectres catch the PCs stealing weapons destined for Phoenix Cell, or stealing them before the Spectres could steal the weapons themselves.
- If the party includes any Force users, Kanan seeks the PCs out to offer training, take them to meet Bendu, or visit one of the surviving Jedi temples.
- Captain Syndulla, impressed with their actions, contacts the PCs to recruit them into Phoenix Cell.
- One of the PCs has a personal connection to them, such as also being a former clone trooper, academy cadet from Mandalore or Lothal, or Ryloth resistance fighter, and one of the Spectres seeks out that PC to gain information on current events or simply to find an old friend.
- The PCs, as part of an established resistance group, are assigned to work in conjunction with one or more of the Spectres on a large mission, or rely on them to provide intelligence or materiel support.
- The PCs find themselves at odds with some of the Spectres, possibly due to conflicting mission assignments or tactics. They might even clash over levels of force or acceptable collateral damage.

INDEPENDENT ORGANIZATIONS

With the end of the Clone Wars and the overthrow of the Republic, the Empire holds the galaxy in its ironclad grip. Some established organizations continue to prosper under its rule, however, whether by legal means (such as the Mining Guild) or through clandestine methods (like the powerful criminal syndicate Black Sun). While these groups interact regularly with Imperial officials, there are countless organizations that hold a modicum of power yet manage to avoid most Imperial entanglements. These independent organizations can be both useful and dangerous to the pockets of resistance that have begun to spring up across the galaxy. Because of their small size, these organizations can operate without intrusion from the Empire. Their obscurity means they can potentially provide rebel cells with vital supplies or information. However, when aiding such groups they endanger their own freedom and risk drawing down the might of the Galactic Empire upon themselves. Should the hammer fall, these organizations face utter annihilation.

This means that rebel cells and other rogue groups that seek assistance from such organizations must tread carefully. Independent organizations, while able to provide critical aid, are unlikely to take great risks or have lofty ideals. Each has motivations all its own—which means that alliances with such groups are tenuous at best. Their involvement in the growing rebellion is simply a matter of pragmatism. If a situation becomes too dangerous or it seems more profitable for an organization to aid the Empire, then rebel cell members are likely to find that their new ally has suddenly become a deadly enemy.

THE BROKEN HORN SYNDICATE

Decades ago, an enterprising Mon Calamari named Rask Odai used the once-legitimate trading company Twin Horns Storage to quietly seize economic control of Lothal. Paying off planetary officials and strong-arming local businesses, he operated the most lucrative smuggling organization in the sector. Invisible to the Empire, the Hutts, and even Black Sun, goods passed in and out of his countless storehouses on Lothal. Odai ran a brisk operation and was paid well in either ancient artifacts or cold, hard credits. In return, he kept private business private. One of his majordomos was a young Devaronian named Cikatro Vizago. Unfortunately, Rask made the mistake of trusting the clever grifter with the day-to-day operations of his most important storehouses. After a particularly brutal bounty hunter nearly killed them both in a firefight, cutting off one of Vizago's horns, the Devaronian finally set plans into motion to bring Odai's reign to an end.

Through double-dealing with Odai's former allies, leveraging his own secret connections, and even placing a few choice words in the ears of Imperial officials, Vizago took over leadership of Twin Horns Storage. Recognizing that his former employer had made the mistake of

relying on underlings and individuals whose loyalty could be bought and sold, Vizago tightened the focus of Twin Horns to deal primarily in arms and armor, which he thought would be especially lucrative given rumors of growing armed resistance against the Empire. Criminals, no matter how noble they might think themselves, always need weapons. After a few years, Rask Odai and Twin Horns Storage were forgotten, and Cikatro Vizago renamed his organization the Broken Horn Syndicate. Unlike his former employer, Vizago relied on temporary alliances that lasted only as long as it took for credits to change hands, and he surrounded himself with the only bodyguards whose loyalty could be absolutely guaranteed: droids.

Like the weapons it now sells, the Broken Horn Syndicate is both highly illegal and quite deadly. Under Vizago's leadership, this vicious group has gained countless bloodstained credits. Operating primarily from the Outer Rim world of Lothal, the Broken Horn Syndicate has managed to thrive despite the increased Imperial presence. The organization makes most of its profits by trading and smuggling weapons across the Outer Rim Territories. Using Lothal as a staging ground, syndicate ships strike out to other worlds with less Imperial influence or meet their trading partners in the vast stretches of empty space on the edge of the galaxy.

Vizago has even managed to turn the Imperial war machine looming at his doorstep to his advantage, hiring independent agents to steal weapons, explosives, and other tools of warfare his clients require. The recent destruction of the Imperial Communications Center near Lothal's Capital City has led Vizago to expand into the surveillance market. He has begun employing agents to acquire encrypted comlinks and other communication devices the Empire has been bringing in to rebuild the communications center. Vizago is profiting from the destruction of the shanty village of Tarkintown as well, hiring desperate locals to make errand and package runs in exchange for a few meager credits. By maintaining a cadre of freelance agents, Vizago and the Broken Horn Syndicate have remained mercurial and elusive, and they have had



only a handful of encounters with Imperial law enforcement. Vizago nevertheless recognizes that such encounters are a risk of doing business in a dangerous locale, and arranges his transactions to ensure that his hirelings are the ones who take the fall. This leaves him free to disappear aboard his ship, hire new agents, and continue his operations.

Despite its reputation, the Broken Horn Syndicate can play a vital role for budding rebel cells. Vizago is willing to hire almost anyone, so cell members can earn more than a few credits by working for him. In addition, rebels may be able to get their hands on weapons that are nearly impossible to acquire in the Outer Rim Territories. Vizago's stocks often include explosives, heavy blaster pistols, and even more nefarious items like assassin droids or thermal detonators. Those who take up with the Broken Horn Syndicate are abandoned as quickly as they are employed, however. Vizago is always willing to alter a deal or betray an associate if it means a few more credits in his coffers.

CIKATRO VIZAGO [NEMESIS]

A consummate businessman, Cikatro Vizago puts the bottom line at the top of his priorities. He assumes everyone he deals with operates on similar principles and regards most idealists and freedom fighters as fools or easy marks. Their sympathies and soft hearts can often be used against them, giving him the advantage when it comes to negotiating a deal. The Devaronian is not one to trust the affairs of the Broken Horn Syndicate to underlings, who might be inclined to sell him out to a higher bidder. In an effort to keep operations under his direct control, he regularly employs a cadre of IG-RM droids (see page 119) to serve as bodyguards. He's rarely seen without at least two in close proximity and often keeps at least a half-dozen more just a call away.

Once Vizago has struck a deal and received what is agreed upon, he pays as promised—but never a credit more. He takes it as an insult to his professional pride if those he has hired attempt to renegotiate when a job becomes complicated. Circumstances and fluid situations matter little to Vizago: a deal is a deal. He's no fool, however; if it benefits the Broken Horn Syndicate to make a new arrangement or to pay employees in something other than credits, he may be willing to consider other options. In the end, he's always out to get the best deal possible and to remain one step ahead of the Empire.



Skills: Coercion 2, Cool 2, Deception 4, Knowledge (Education) 1, Knowledge (Outer Rim) 1, Knowledge (Underworld) 2, Mechanics 3, Negotiation 3, Perception 2, Piloting (Space) 2, Ranged (Light) 1, Resilience 2, Skulduggery 1, Streetwise 3.
Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Black Market Contacts 2 (decrease rarity of items sought on the black market by two, and increase base price by 50% twice), Nobody's Fool 1



(upgrade difficulty of Charm, Coercion, and Deception checks made against this target once).

Abilities: Deadly Programming (when using personal weapons, allied droids within medium range of Vizago add 1 to their ranged attack checks), Resilient Metabolism (add automatic ✨ to all Resilience checks).

Equipment: "Vilmarh's Revenge" blaster pistol (Ranged [Light]; Damage 6; Critical 2; Range [Medium]; Pierce 1, Stun setting), armored clothing (+1 soak, +1 defense), droid-control remote, the *Broken Horn*.

THE BROKEN HORN

This C-ROC *Gozanti*-class cruiser serves as Vizago's personal transport. It is only lightly armed, relying on surprising speed and maneuverability to avoid trouble. The *Broken Horn* has several modifications, including smuggling compartments and power stations for up to a dozen droids, all of which are keyed to Vizago's droid remote for activation at a moment's notice. The ship's extensive reconfiguration allows the Devaronian to fly the ship without the aid of a co-pilot, if necessary.



Hull Type/Class: Armed Transport/*Gozanti*-class.
Manufacturer: Corellian Engineering Corporation.
Hyperdrive: Primary: Class 1, Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Long.
Ship's Complement: One pilot, up to 25 hired crew.
Encumbrance Capacity: 1,500.
Passenger Capacity: 12.
Consumables: Three months.
Price/Rarity: 450,000 credits/6.
Customization Hard Points: 4.
Weapons: One dorsal turret-mounted medium laser cannon (Fire Arc All; Damage 6; Critical 3; Range [Close]).

THE FREE RYLOTH MOVEMENT

Ryloth, homeworld of the Twi'leks, is a planet that has spent generations consumed with strife and warfare. During the Clone Wars, it was brutally invaded and then occupied by the Confederacy of Independent Systems. Twi'leks were rounded into camps, sold as slaves, or worse. The people of Ryloth fought back, organizing themselves into what would later be known as the Twi'lek Resistance. Cham Syndulla, its leader, formed a reluctant alliance with the Republic to drive the Separatists from his beloved homeworld. Unfortunately, his fears over the possibility of replacing one oppressor with another would prove true. When the Republic transformed into the Galactic Empire, Ryloth found that its former allies had become terrible new tyrants who treated its people much the same as they had been treated during the war.

Upon the death of his wife, Cham Syndulla now leads the newly formed Free Ryloth Movement, and has committed himself completely and utterly to freedom for his people—even going so far as to very nearly assassinate both Emperor Palpatine and Darth Vader. Cham and his allies fight with every fiber of their being not only to liberate their homeworld, but also to preserve its culture and heritage. Cham is not above using morally questionable tactics to accomplish these goals. He has been betrayed far too many times to

easily ally himself with outsiders, even those who also fight against the Empire.

His unwavering dedication, natural charisma, and extensive knowledge of unorthodox urban warfare have made both Cham and the Free Ryloth Movement a constant thorn in the Empire's side.

Because the Free Ryloth Movement concerns itself solely with the liberation of Ryloth, and Cham distrusts non-Twi'leks, this organization is unlikely to aid outsiders unless it directly benefits Ryloth. In fact, Cham and the Free Ryloth Movement are even willing to make such alliances under false pretenses, only to betray such temporary cohorts, if it will further their cause. This makes assistance from the Free Ryloth Movement a dangerous arrangement. Still, its members' knowledge of military tactics and Imperial procedures, and their sheer skill at surviving the endless onslaught of their oppressors, means many rebel cells are willing to take the risk.

CHAM SYNDULLA [NEMESIS]

Even during the glory days of the Republic, Cham Syndulla was regarded as a radical, although he has always considered himself a political idealist acting in the best interests of his people. He believed then, as he believes now, that the history and culture of the Twi'leks must be preserved at all costs and remain uncorrupted by outsiders. When the Separatists occupied his beloved Ryloth, Cham rose to become a leader of the Twi'lek Resistance. The fiery passion in his words drove countless Twi'leks to rise up against their Confederacy oppressors, and his military genius promised them victory against all odds.







Decisive victories against overwhelming opposition earned Cham the title, "The Hammer of Ryloth," and to this day his military strategies are taught across the galaxy, even in Imperial academies. When Ryloth was twice betrayed as the Clone Wars came to a close, and Ryloth's reluctant alliance with the Republic became occupation and enslavement by the Empire, Cham transformed from passionate freedom fighter to cold and brutal military genius.


Standing defiantly against the invincible might of the Galactic Empire, Cham Syndulla inspires his people by performing highly visible strikes against their oppressors. Cham firmly believes that the people of Ryloth must be given spectacular displays that show how a few dedicated Twi'leks can defeat a seemingly endless stream of Imperial soldiers. Unfortunately, Cham cares very little for the struggles of other planets or their people. He believes that Ryloth has suffered disproportionately under the Republic,

then the Confederacy, and now the Empire. It is only by achieving complete independence from all forms of outside government that Ryloth can be truly free, he believes—and he is willing to achieve this freedom by any means necessary.

2	3	4	3	3	4
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	WAR DEFENSE		
3	15	18	0	0	

Skills: Cool 4, Deception 2, Knowledge (Warfare) 5, Leadership 2, Mechanics 3, Negotiations 3, Ranged (Heavy) 2, Resilience 4, Survival 2, Vigilance 3.

Talents: Adversary 2 (upgrade difficulty of all combat checks made against target twice), Command 2 (add  to Leadership checks; affected targets add  to Discipline checks for the next twenty-four hours), Field Commander (as an action, may make an **Average**  **Leadership check**, is successful, up to five allies may immediately suffer 1 strain to perform a free maneuver); Inspiring Rhetoric (as an action, may make **Average**  **Leadership check**; for each , one ally within short range recovers 1 strain; for each , one ally benefiting from Inspiring Rhetoric one additional strain).

Abilities: For Ryloth! (Once per session, may reroll a failed Leadership check when leading Twi'leks), Twi'lek (remove  imposed by hot or arid environmental conditions).

Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), Ryloth combat uniform (+1 soak).




NUMA [NEMESIS]

More than even Cham Syndulla, Numa's life has been consumed by warfare—and like Cham, she has little love for outsiders after having being betrayed by her former liberators. As a child, she was rescued by Republic clone troopers during the Clone Wars. Her admiration for those seemingly heroic soldiers was destroyed when the Empire rose to power. Men she had affectionately called "nerra," or brother, as a child turned their weapons on her and put her in bonds. After agents of the newly formed Free Ryloth Movement rescued her, Numa came to distrust outsiders, perhaps even more so than her mentor, Cham Syndulla. Her dedication, ingenuity, and natural aptitude with explosive devices led to her meteoric rise among the freedom fighters, until she became one of Cham's most trusted agents. Her commitment to the Free Ryloth Movement is matched only by her lingering sense of loss and betrayal. Though she rarely speaks and has a public persona of aloof coldness, Numa cares deeply about Ryloth and its people.



Skills: Athletics 2, Charm 1, Cool 2, Discipline 3, Knowledge (Warfare) 2, Perception 2, Mechanics 4, Perception 2, Ranged (Light) 2, Resilience 2, Stealth 2, Vigilance 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Powerful Blast 2 (increase Blast damage dealt by all explosives, explosive weapons, and grenades wielded by 2, already included in weapon profiles).

Abilities: Hope for Ryloth (may spend  on a successful skill check to allow all Twi'lek characters within short range to add  to next skill check they make during the current encounter), Twi'lek (remove  imposed by hot or arid environmental conditions).

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), 3 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 8, Limited Ammo 1), 3 armor-piercing grenades (Ranged [Light]; Damage 13; Critical 3; Range [Short]; Blast 6, Limited Ammo 1, Pierce 3), Ryloth combat uniform (+1 soak).

THE PROTECTORS OF CONCORD DAWN

The Protectors of Concord Dawn are an elite strike team of Mandalorians who guard a critical passage across the Outer Rim Territories at the bidding of Imperial Viceroy of Mandalore Gar Saxon. Though Mandalore is loyal to the Empire, at least in name, the Protectors help it avoid heavy-handed Imperial control by agreeing to keep unauthorized ships from passing through the Concord Dawn system. As long as Concord Dawn remains free of smugglers and insurrectionists, the Empire gives little thought to the star system and the Protectors.

In spite of their public loyalty to the Empire, the Protectors of Concord Dawn and its leader, Fenn Rau, are loyal to nothing other than Mandalore and the Mandalorian way. The Protectors have proven themselves time and again to be honorable and coldly efficient warriors. Fenn Rau's Skull Squadron of Fang fighters were critical to the Republic's victory at the Third Battle of Mygeeto during the Clone Wars. The infamous "Marksman of Concord Dawn," Rako Hardeen, carried out assassinations in the name of the Separatists. Both men valued the Mandalorians' warrior traditions over loyalty to a specific government, and Concord Dawn secretly carries on this tradition.

Allying with the Protectors is no easy task, as Fenn Rau and his soldiers value their autonomy above all things. This requires them to maintain at least the appearance of Imperial loyalty. Appeals to them for aid will need to come from veteran combatants, hardened soldiers, and proven warriors. The Protectors respect combat prowess above all things; they only allow passage through their system by those who prove themselves worthy of Mandalorian respect. Any who openly proclaim themselves as rebels are met with a squadron of Fang fighters ready to destroy them. Only when secrecy is maintained and respect is earned can passage or aid be obtained. Once they offer such items, the Protectors are loyal to their word and will honor hard-won promises.

Should such an alliance be earned, resistance fighters can gain access to information critical to the struggle for freedom. The battle-hardened Protectors of Concord Dawn have extensive knowledge of general tactics and Imperial military patterns in their own and nearby systems. Their intelligence includes heavily encrypted Imperial transmissions on the traffic patterns of Imperial starships in the region. Everything from cargo haulers to Star Destroyers transmit their security codes to the Protectors of Concord Dawn, and these codes are a treasure in themselves. In addition, the Protectors possess extensive reports on safe hyperspace lanes through several surrounding systems. These kinds of secrets can allow rebel cells and other resistance groups to remain all but invisible to the might of the Imperial Fleet. However, if rebels betray their word or offer even a hint that they might endanger Fenn Rau and his Protectors, not only will they bring the might of the Empire down upon themselves, but also the fury of the Protectors and Rau's squadron of Fang fighters.

Despite their advanced Mandalorian weaponry and potential access to the Empire's vast military resources, the Protectors of Concord Dawn will not provide weapons to outsiders. The Protectors use their own technology, ships, and resources to defend Concord Dawn. Only Mandalorian colleagues who have proven themselves loyal to the ancient ways of Mandalore are likely to receive so much as a blaster pistol from the Protectors. Information is virtually the only resource available to the scant few outsiders who manage to negotiate some kind of agreement with the Protectors of Concord Dawn.

FENN RAU [NEMESIS]

Also known as "the Protector," Fenn Rau is the leader of the Mandalorians at Concord Dawn. Though technically his organization serves the Empire, Rau clings to the customs of his people. His loyalty is, first and foremost, to Mandalore and its traditions. With his homeworld under the control of the Empire, Rau remains pragmatic. By protecting the hyperspace lanes passing through the Concord Dawn system, he is able to maintain his honor and ensure his soldiers are not conscripted by the Empire or branded as traitors.

With his Protectors, Rau silently guards the system, putting the Mandalorian ways and the honor of his people above all other causes. He is a dangerous combatant both in and out of the cockpit, as well as a skilled commander who inspires unwavering loyalty. Rau may somewhat admire the rebels he has encountered, even the Mandalorian Sabine Wren whose family he views as traitors. It would take a horrific loss or betrayal, though, to make him even consider joining their cause.

4	4	3	2	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	SW THRESHOLD	S THRESHOLD	M/R DEFENSE		
6	19	16	1	1	

Skills: Athletics 2, Brawl 2, Coercion 1, Cool 2, Leadership 2, Melee 1, Knowledge (Warfare) 2, Piloting (Planetary) 2, Piloting (Space) 3, Ranged (Light) 3, Vigilance 3.

Talents: Adversary 2 (upgrade difficulty of all combat checks made against this target twice), Deadly Results (as an incidental, may spend 2 Destiny points to reduce the critical rating of his pistols to 1 for the next attack he makes), Lethal Blows 2 (+20 on any Critical Injury rolls made against an opponent).

Abilities: Mandalorian Commander (as an action, may make an **Average** (◆◆) **Leadership** check; each ✦ allows one Mandalorian ally within short range to make an immediate maneuver as an out-of-turn incidental).

Equipment: Two heavy blaster pistols (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), Mandalorian jetpack (allows user to function as a silhouette 1, speed 2, handling 0, system strain threshold 4 vehicle that can only operate in atmosphere, and requires Piloting [Planetary] to operate), Mandalorian battle armor (vacuum sealed, integrated encrypted comlink, adds □ to ranged attacks, +2 soak, +1 defense).



FANG FIGHTER

Built for the Protectors' exclusive use, this agile starfighter is based on the designs for the Death Watch Gauntlet fighter used in the Clone Wars. The Fang fighter, however, is more compact and agile. Combining blazing speeds rarely found in other snubfighters with a unique pivot wing design to allow for unmatched maneuverability, the Fang fighter is almost unrivaled when it comes to dogfighting. With dual laser cannons mounted on its rotating wingtips and a hidden proton torpedo launcher in its underbelly, the Fang fighter is capable of quickly destroying more heavily armored starfighters. Unfortunately, its lack of heavy armor, which allows it to maintain precision maneuverability, means that the Fang fighter can be destroyed with a few well-aimed laser blasts.

3	6	+3	DEF FWD/PORT/STARBORD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	1 - - 1	2
			HT THRESHOLD	SS THRESHOLD
			6	8

Hull Type/Class: Starfighter/Protector Fang Fighter.

Manufacturer: SoroSuub.

Hyperdrive: None.

Navicomputer: None.

Sensor Range: Short.

Ship's Complement: One pilot.

Encumbrance Capacity: 4.

Passenger Capacity: 0.

Consumables: Three days.

Price/Rarity: 185,000 credits/7.

Customization Hard Points: 1.

Weapons: Two forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

Forward-mounted proton torpedo launcher (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 6, Slow-Firing 1).



INDEPENDENT AGENTS

Mavericks and free agents can be found all across the galaxy. Operating in spaces unseen or ignored by larger organizations and governments, independent free agents can be extraordinarily useful to those looking for temporary allies to provide aid in their battle against the Empire. With no underlings or bosses to be beholden to, these solitary rogues can accomplish things on their own that no organization would dare try—but they are, first and foremost, loyal to themselves and their own prosperity. This makes them dangerous allies and deadly enemies.

AZMORIGAN [NEMESIS]

This corpulent Jablogian fancies himself one of the most powerful crime lords in the Outer Rim. Azmorigan's ego will allow for nothing less. While it is true that he maintains an impressive flow of credits by trading in slaves, spice, and other illegal goods, Azmorigan is little more than a petty crook with delusions of grandeur. However, he does maintain an impressive network of underworld contacts. He primarily operates in and around the Lothal sector, and is quick to remind anyone doing business with him of his immense power. Short-tempered and petty, Azmorigan is a consummate coward who is quite willing to betray his allies without a second thought.

In spite of all this, his ability to parlay or swindle his way to acquiring otherwise unattainable goods makes him a vital resource to anyone hoping to avoid Imperial attention. He regularly engages in deals (and double-crosses) with the Broken Horn Syndicate, several independent rebel cells, and even the crime lord Jabba the Hutt.

Azmorigan has an intense desire to remain as physically inactive as possible, so he regularly hires a cadre of mercenaries and bodyguards to do his bidding. This doesn't mean he won't become wildly animated the closer he gets to gaining new treasures, though, or when someone dares to get between him and objects of his desire.

3	1	2	3	2	2
BRAWN	ABILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	16	12	0	0	
LOAN VALUE	HP THRESHOLD	CS THRESHOLD	MAB DEFENSE		

Skills: Coercion 2, Deception 2, Knowledge (Outer Rim) 2, Knowledge (Underworld) 3, Leadership 2, Negotiation 2, Perception 1, Skulduggery 2, Streetwise 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Convincing Demeanor 1 (remove ■ from all Deception and Skulduggery checks), Black Market Contacts 2 (decrease rarity of sought item by two when looking on the black market; item's cost is increased by 50%), Nobody's Fool 1 (upgrade difficulty of Charm, Coercion, and Deception checks made against Azmorigan once).

Abilities: Diversionary Valor (Once per round as an out-of-turn incidental, Azmorigan can cause one ranged attack targeting him to target one engaged ally instead).

Equipment: Blaster pistol (Ranged [Light]; Damage 6, Critical 3; Range [Medium]; Stun setting).





HONDO OHNAKA [NEMESIS]

The former pirate king of the Ohnaka Gang, the Weequay Hondo Ohnaka has fallen far from his glory days during the Clone Wars. His considerable criminal enterprises were destroyed with the rise of the Galactic Empire, leaving Ohnaka operating as a free agent hoping to recover some of his former prestige. During the rise of the resistance movement, Ohnaka has made temporary alliances with everyone from a resistance group on Lothal, to Ugnaught information brokers, to the Galactic Empire—all whom he's willing to betray with a wink and a smile if there's profit to be had.



Skills: Charm 3, Cool 1, Deception 4, Leadership 3, Knowledge (Outer Rim) 1, Knowledge (Underworld) 2, Negotiation 3, Perception 2, Piloting (Space) 2, Ranged (Light) 2, Skulduggery 3, Stealth 1, Streetwise 2.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Smooth Talker 2 (on Deception checks, may spend ☉ to gain ☆ ☆), Kill with Kindness 1 (remove ■ from all Charm and Leadership checks), Improved Just Kidding! (once per round, spend one Destiny Point to convert a single ☹ on one social check to ☺, but must explain how the verbal misstep became advantageous).

Abilities: Distracting Quip (once per encounter as an action, may make a Hard (◆◆◆) Deception check; each ☆ gives Hondo +1 ranged and melee defense for the next two rounds), Pheromones (Weequay may communicate with other Weequay within short range via emitted pheromones).

Equipment: Modified holdout blaster (Ranged [Light]; Damage 4; Critical 2; Range [Medium]; Stun setting).

KETSU ONYO [NEMESIS]

This elite bounty hunter projects an air of cold professionalism. Serving for the past few years as an enforcer and tracker for Black Sun has honed her already formidable skills into those of a near-perfect predator. For Ketsu Onyo, it's never personal: it's just part of the job.

Earning the assistance of someone like Onyo is dangerous at best. Her connections and good standing with Black Sun could provide freedom fighters with critical information on the seedy underbelly of the galaxy and aid them in avoiding Imperial agents, but such assistance doesn't come cheap, and Onyo would be hard pressed to endanger her current arrangement with Black Sun. Despite her detached persona, Onyo is not without some level of empathy. If someone were able to appeal to the sense of friendship and loyalty buried under her icy demeanor, those lucky few might find a potential ally.



Skills: Athletics 3, Brawl 3, Cool 1, Coordination 2, Melee 2, Knowledge (Underworld) 2, Perception 1, Piloting (Space) 1, Ranged (Light) 2, Stealth 2, Streetwise 1, Vigilance 1.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Dodge 2 (once per round, when targeted by a combat check, suffer 2 strain to upgrade difficulty twice), Lethal Blows 1 (add +10 to any Critical Injury results inflicted on opponents), Stalker 1 (add ■ to all Coordination and Stealth checks).

Abilities: Combat Acrobatics (after a successful combat attack, may stow or draw a single item as an incidental).

Equipment: Two light blaster pistols (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), vibro-axe (Melee; Damage 6; Critical 2; Range [Engaged]; Pierce 2, Sunder, Vicious 3), laminate armor (+2 soak), the Shockov Caster.

SHADOW CASTER

This highly modified pursuit craft was intentionally designed to provide planetary security for worlds that couldn't afford to maintain their own starfighter squadrons or to purchase extravagant capital ships with which to defend themselves. Based on some early SoroSuub light freighter designs, *Lancer*-class pursuit craft gave up what would have been ample cargo space in favor of heavier armament. A standard *Lancer* normally includes a triple light laser cannon mounted on a rotating base to provide the ship a 360-degree firing arc. Ketsu Onyo has made extensive modifications to the *Shadow Caster*, including mounting a highly illegal turbolaser on the ship and installing advanced internal dampers to improve the ship's maneuverability.

4	5	+1	DEF. FDR/POR/T	1	-	-	1	ARMOR	3
SILHOUETTE	SPEED	HANDLING							
			HT THRESHOLD	20			SS THRESHOLD	22	

Hull Type/Class: Pursuit Craft/*Lancer*.

Manufacturer: SoroSuub.

Hyperdrive: Primary: Class 1, Backup: Class 12.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot.

Encumbrance Capacity: 35.

Passenger Capacity: 4.

Consumables: One month.

Price/Rarity: 155,000 credits/6.

Customization Hard Points: 5.

Weapons: Three dorsal turret-mounted light laser cannons (Fire Arc All; Damage 5; Critical 3; Range [Close]; Linked 2).

Light turbolaser (Fire Arc Forward; Damage 9; Critical 3; Range [Medium]; Breach 2, Slow-Firing 1).

Light tractor beam (Fire Arc All; Damage –; Critical –; Range [Close]; Tractor 2).

LANDO CALRISSIAN [NEMESIS]

Scoundrel and roaming ne'er-do-well, this dashing young gambler has secretly been making a name for himself as an up-and-coming smuggler in the Outer Rim. While he puts on the foppish persona of a careful cardsharp, Calrissian is slowly building contacts among the many trading organizations and conglomerates across the galaxy, legitimate or otherwise. From Mining Guild members, to the Hutts, to the idle rich of Bespin, everyone this swashbuckler meets is a potential business partner if the price is right and the deal is sweet.

2	3	3	4	3	4
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
2	15	16	0	0	

Skills: Charm 3, Cool 2, Deception 3, Discipline 2, Knowledge (Core Worlds) 1, Knowledge (Underworld) 2, Negotiation 3, Perception 2, Ranged (Light) 2, Skulduggery 2, Stealth 1, Streetwise 2, Vigilance 1.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Kill with Kindness 1. (remove ■ from all Charm and Leadership checks), Nobody's Fool 2 (upgrade difficulty of Charm, Coercion, and Deception checks made against this target twice), Plausible Deniability 1 (remove ■ from all Coercion and Deception checks).

Abilities: Idiot's Array (once per encounter, may turn ♠ from another character's skill check related to a game of chance into ♣), Luck Be a Lady (once per encounter, may reroll a single skill check).

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), fine clothing, wrist-mounted comlink.







PLAYER OPTIONS

"The Force is with me, and I am one with the Force."

—Chirrut Imwe

The establishment of the Empire has shaken the galaxy on many levels. Most prominently, its actions have brought many individuals into open rebellion or at least made them willing to side with those who do fight the Empire's oppression. Others who might have simply not gotten involved—or even previously had declared loyalty to the Empire—now are taking up arms against it.

This era has also seen a continuation of rising military spending, as the abrupt end of the Clone Wars saw no lessening in military output. The Empire demands huge new starships to enforce the peace, and Star Destroyers have become a common sight across the galaxy. The buildup of other armaments, from personal weapons to transports, is just as strong, and innovative new designs are emerging every day. Some of these have even been co-opted or even created expressly for the rising resistance movement.

This has driven a voracious appetite for raw resources. The Empire is stripping planets for vital minerals and ores, with little or no care for native populations and ecosystems. This has led to some previously sidelined species emerging onto the galactic stage as their members join rebel cells. The main reason for this huge demand for resources, though, has yet to be unleashed upon the galaxy.

This chapter reflects many of these changes through new player options. First, players will find four new species to choose from in character creation, all of whom are linked to resistance fighting. The amphibious Drabatans rebel against the Empire's control of their planet, while otherwise peaceful Gigorans can become vengeful after enslavement or persecution. The Empire blessed corporate efforts to raid the Iakaru homeworld to reap native chemicals useful in pharmaceuticals, and enslaved Tognaths to operate nationalized mineral processing facilities.

Six new universal specializations are now available for players to use as well: Padawan Survivor, Force Adherent, Imperial Academy Cadet, Pirate, Retired Clone Trooper, and Ship Captain. These allow for secretive Force users or Force worshippers, both of whom face Imperial persecution or worse. Characters might have fought earlier wars or have been eager to join the Empire's ranks, or simply faced one too many Imperial entanglements on their ships and decided enough was enough.

Lastly, it includes a host of new weapons ranging from stormtrooper rifles to hand-made devices crafted as part of religious rites. Players also gain access to new droids, vehicles, and starships to turn resistance into civil war.

NEW SPECIES

There are more species in the known galaxy than anyone could hope to meet in a lifetime, and Imperial scouts discover new civilizations constantly. Unfortunately, the Empire rarely makes benevolent first contact, and it often enslaves non-human natives to strip their homeworlds of natural resources. The members of the rising rebellion against its rule can't formulate a response to every Imperial horror, but they often send agents to extract dedicated new recruits from such worlds, hopeful to better fight and prevent the next atrocity.

The four species detailed in the following pages—Drabatan, Iakaru, Gigoran, and Tognath—are particularly well suited as heroic adventurers. Drabatsan have powerful voices that can perform haunting melodies or shout battlefield orders, and so gravitate toward careers where being heard is advantageous. Iakaru lived a relatively peaceful existence in the jungle canopies of their homeworld before the Empire came. Now, the same spatial awareness that lets them swing through the rain forest with ease enables vengeful Iakaru to pilot starships through crowded war zones and calculate complex firing solutions. Often mistaken for Wookiees, the huge Gigorans have endured slavery since the Empire recently encountered their world. Those who escape often use their brute strength to wield heavy weaponry as mercenaries and freedom fighters. The insecto-mammal Tognaths lost their homeworld to the Empire entirely, like all too many unfortunate species in these dark times, and now are fighting to take it back.

DRABATANS

Music-obsessed amphibious humanoids, Drabatsans come from the freshwater swamps of Pipada. Drabatsans are renowned performers, often touring the galaxy on the strength of their skills. Their passionate nature includes a penchant for protest, which resulted in disaster when criticism of the Emperor went too far. Imperial reprisals since have been harsh.

Physiology: Drabatsans are amphibious humanoids with grey-green skin, small dark eyes, and a massive mouth. They stand slightly shorter than humans. They are excellent swimmers (though they strongly dislike salt water) and dine on a variety of insects, fish, and algae. To reproduce, Drabatsans lay eggs that hatch tadpoles in silty pond soil. Over the course of a year, the tadpoles grow and assume bipedal features before emerging as child-sized Drabatsans. They also develop large lungs and strong diaphragms, which enable them to achieve powerful vocals while singing or shouting.

Society: Drabatsans are a passionate species dedicated to the performing arts, especially song. Critics describe their music as hauntingly beautiful and insist that Drabatsan music requires no translation for anyone to appreciate the ethereal, melancholy tones. Performance troupes throughout the galaxy, particularly Rodian Theater and Mon Cala Opera troupes, count Drabatsans, who often play the heel, among their number. Drabatsan voices are pitch-perfect, and many beings consider seeing a live performance of the Pipada Symphony Chamber Chorus to be life changing.

SA'KALLA!

Pipada evaded conflict during the Clone Wars, but its final outcome had a lasting impact on Drabatsan society. When the Galactic Empire came to power, the Drabatsans protested. A young singer named Sa'Kalla, who was among the most vocal opponents of the New Order, wrote popular protest songs condemning Imperial tyranny. It wasn't long before the Empire heard them—and responded.

The Empire blockaded Pipada and deployed garrisons of specialized swamptroopers to the surface. Protests turned into massacres, and the Empire captured Sa'Kalla. While she was in captivity, a movement organized in Sa'Kalla's name spread across the planet. When the violence threatened to overwhelm Imperial forces, the Imperial Governor brought Sa'Kalla out to the Pipada Auditorium in front of half a million Drabatsans. Smug in its belief that torture had broken her, the Empire ordered Sa'Kalla to convince her people to submit to Imperial rule. Instead, Sa'Kalla shouted for her people to resist, and was immediately killed on stage.

The entire stadium erupted, and enraged locals tore Imperial security to shreds. The Drabatsans briefly reclaimed their homeworld, and many fled offworld. The Empire soon returned with reinforcements and imposed martial law across Pipada. Drabatsans still resist, in ways big and small, and those who fight shout a war cry as they charge into battle: "Sa'Kalla!"

Song is firmly entrenched throughout everyday Drabatsan life, in areas ranging from entertainment to education. Drabatsan families have unique songs that detail their lineage and history, often performed at gatherings by the family's best vocalist and rearranged for the occasion. School curriculums teach everything through song, and students use jingles as mnemonic devices to help with memorization.

Drabatsan culture values free artistic expression and opposes censorship. It is said that the only thing a Drabatsan likes more than a song is a cause; Drabatsans can be found at protest marches across the galaxy, often leading chants. Their political views have aligned them ideologically with Alderaan and Chandrila, which has created tension under Imperial rule.

Homeworld: Swamps, bogs, and marshes cover Pipada, making it a warm and humid paradise for acclimated species like the Hutts, Shawda Ubbs, and native Drabatsans. Most denizens of Pipada live in single-family homes built in trees, perched on stilts, or floating in ponds. The largest lakes host cities featuring massive towers with foundations plunging deep into the lakebed. Some of the towers support luxurious skyhooks. Anchored to downtown towers are endless strings



Drabatan



Gigan



Iakaru



Tognath

of bobbing buoy-buildings housing a variety of shops. The area beneath the lake surface is just as busy as that above, and most buildings have entrances both above and below the water.


Language: Satirists and artists love Drabatense for its clever ability to combine small words and syllables to form large, unwieldy words with multilayered ideas and very specific meanings. The language itself is difficult to write, as sonic volume determines much of the subtext and grammar. When necessary, Drabatans have a simpler, quieter language that utilizes their vocal pouches to emit croaks of varying pitch. Drabatans can also speak Basic and other languages commonly used in the performing arts.

Life under the Empire: Most Drabatans are musicians or actors, or in related fields. Many also pursue careers in politics or advertising, leaning on their gift for strong oration. Since the Empire's crackdown on Pipada, though, many Drabatans have joined resistance groups, using their loud voices to croak battle orders instead of sing.

SPECIES ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP

- **Special Abilities:** Drabatans begin the game with one rank in either Charm or Leadership. They still may not train either skill above rank 2 during character creation.
- **Big Noise:** When making a Leadership or Coercion check, Drabatans can spend  to affect one additional character not originally targeted by the check or affect targets at one range band further than normal.

GIGORANS

Gigorans are massive, burly primates with long, pale fur. Often sold into slavery, Gigorans remain peaceful as long as they are with family. However, should their kin be threatened, there is no sacrifice too great or foe too terrifying to stop Gigorans from trying to help. Their huge form and powerful musculature allow them to carry weapons larger than many humans. Those Gigorans who wield them delight in the massive firepower they can project against their foes.

Physiology: Well over two meters of sinew and fur each, Gigorans are often mistaken for Wookiees or wampas. Their long, flowing hair is typically a pale shade of white, cream, gold, or even blue. Their long torso and arms are at odds with their relatively short, stumpy legs. Nevertheless, their limbs are thick and powerful, ending in massive paws. The hair atop their head often grows long, sometimes obscuring their dark eyes, and it tends to come in blackish streaks.

Gigorans have an abridged chin, making their face appear short and wide. Many wear small, rectangular breathing masks to aid in respiration in warmer climates, with chest-mounted devices to better adjust local atmospheres to their respiratory systems.

THAT'S NO WOOKIEE

Early surveys of Gigor listed it as uninhabited; Gigorans went undiscovered by the Republic until a Weequay pirate in hiding stumbled across the lumbering natives. Sensing opportunity, the pirate captain tricked an entire home-clan into slavery, selling them to an Imperial labor camp as rare "Snow Wookiees." Other slavers duplicated his ploy, and since Gigoran home-clans rarely interact, they continued to fall for it. Eventually, the Empire caught on and deployed a garrison to Gigor. Imperials enslave entire home-clans daily, shipping them to Imperial construction projects across the galaxy.

Society: Despite their imposing nature, Gigorans are gentle and affectionate unless pushed to violence. They live in deep caves in the snowy mountains of Gigor, organized into home-clans of about fifty individuals, each led by its most skilled hunter. Home-clans rarely live close enough to each other to interact. When they do interact, the occasion is often marked with month-long feasts and weddings to promote genetic diversity. Gigorans live a simple existence hunting icetrompers in the mountain valleys and gathering edible berries, mosses, and molds from their home caves. Gigorans are curious to a fault, making them easy marks for unscrupulous offworlders.

Offworld, Gigorans are interested in everything around them. They are particularly compelled by any shiny bit of technology and can stare at random blinking lights for hours. Pack instinct draws Gigorans toward friendly beings, to whom they offer their strength in exchange for camaraderie. Gigorans quickly accept allies, eventually defending them as if they were family.

Unfortunately, some exploit this tendency and lure otherwise good-hearted Gigorans down darker paths. Gigorans who have been victimized one time too many may grow jaded, grumpy, and violent. This is especially true of those who were enslaved or faced the Empire's standard persecution of non-humans. Such Gigorans gravitate toward work involving combat, offering their brute strength and love of massive weaponry to any who can afford their services.

Homeworld: Despite the fact that slavers often sold them in the Mytaranor sector as Wookiees, Gigorans are a distinctly separate species from Gigor, a frigid planet in the Outer Rim's Tynquay sector. The snow-covered world is a rocky and mountainous place where only the hardiest specimens of life survive for long. The caves that riddle the mountains are home to Gigorans, jexxel cats, and snow shredder bats. Deep within many caves, hot springs enable edible molds and mushrooms to thrive. The valleys between mountains are filled with hardy shrubs, mosses, and coniferous trees, providing an ecosystem for rodent-like ice scabblers, giant icetrompers, and even jakobeasts.

Language: A confounding mixture of creaks, groans, grunts, whistles, and chirps make up the Gigorans' native language, which gives most protocol droids fits. However, many Gigorans learn to speak or at least understand Basic if taken off their homeworld.

Life under the Empire: Most Gigorans away from their homeworld live in slavery or on the run. Those with family often find a way to resume their peaceful, simple lifestyle. Vengeance tends to consume those separated from their home-clan, driving them to lives of violence as mercenaries, resistance fighters, or bounty hunters. Others flail for purpose until they make friends and grow close enough to consider them family. Gigorans who do so are apt to let their adopted family take the lead, often into work as smugglers, entrepreneurs, con artists, or the like.

SPECIES ABILITIES



- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Gigorans begin the game with one rank in Brawl. They still may not train Brawl above rank 2 during character creation.
- **Adapted to the Cold:** Gigorans remove ■ imposed due to cold or snow-filled conditions.
- **Low-Tech:** Gigorans upgrade the difficulty of Mechanics checks involving advanced technology once.

IAKARU

The heavy-browed, simian Iakaru are a rare sight in the galaxy, as their species never developed hyperdrive technology, and relatively few ventured offworld until recent years. Most still live in the rain forest canopies of Iakar as they have for thousands of years. However, the invasive presence of pharmaceutical corporations (and, more recently, the Empire) has driven many Iakaru deeper into the jungles, or even offworld. It is possible that Iakaru may become a more common presence throughout the galaxy as more escape the continued despoiling of their homeworld.

Physiology: Covered in coarse, dark fur with lighter, softer patches around their face and belly, Iakaru are constantly grooming themselves. Long, bushy eyebrows protect their two dark eyes and provide Iakaru with an instinctive sense of a number of environmental factors, including relative movement, wind speed, and even atmospheric pressure. An incredible sure-footed agility, tuned by millennia of gauging death-defying leaps and swings through the dense jungles of Iakar, complements their keen spatial awareness. Their grip is extremely strong, evolved to brachiate through the rain forest's branches and vines.

Society: The Iakaru organize into tree-clans of fifteen to one hundred members each, led by the eldest females. They usually occupy the top fifty meters of jungle canopy, spending their time in a single home-tree and a few surrounding territory trees. The often-aggressive males occupy outer and lower branches, acting as sentries for females and children in the higher branches and closer to the trunk. Most males

remain in the same tree-clan their entire lives, while females often join new clans when they come of age. Iakaru seldom venture to the forest floor, but they do wander to other trees within their territory. Boundary disputes with neighboring tree-clans have led to feudal conflicts, particularly during times of food scarcity.

In Iakaru culture, everything belongs to the tree-clan, which stores its assets in various cubbyholes along the main trunk. Food is the only exception, and anthropologists often describe Iakaru communal dining as akin to a Corellian bar brawl, except more energetic. Iakaru agriculture focuses on fruit-bearing vines grown above the canopy and insect farming in designated trunks near the home-tree.

Tree-clans near mountains have access to metals and originate most Iakaru technology, which is unique, if obsolete by galactic standards. Iakaru are limited to solar energy, for which they have little storage capacity. Nevertheless, they have developed repulsorlift technology, which they use to expand workspaces along branches and to stretch fruit vines above the canopy during the daytime.

While early experiences with offworlders have left most Iakaru apprehensive, some of them engage in trade or act as guides. The influx of offworld technology has been a boon to Iakaru society, helping their civilization leap forward in recent decades. However, the coming of the Empire has brought with it mass deforestation, displacement, massacres, and more.

Homeworld: Iakaru is a lush, green Outer Rim planet not far from the Derilyn system in the Elrood sector. Vast continental rain forests ring Iakaru's equatorial latitudes, flanked by oceans and ice caps at the poles. The jungle, dense with kilometer-high trees, is interrupted by the occasional mountain range. The vertical ecosystem here has enabled the Iakaru to dominate their world in the canopy. There, they dine on fruits, seeds, and insects, which they share with a number of avian species. Below the canopy, rodents and insects feed on Iakaru waste while avoiding predatory felines and giant ambush spiders.

Language: Iakaru communicate using a variety of sounds, but most of their complex ideas utilize a rapid stream of chittering and jabbering noises. They bark and screech when arguing over food or being threatened, and they make long, howling calls if they are away from home at night. Iakaru can learn and speak Basic, but their accent is heavy; most teach non-native friends to understand Iakari or suggest that they utilize a protocol droid.

Life under the Empire: After escaping Iakaru, most Iakaru fall in with smugglers, mercenaries, or pirates, but some join the growing resistance against the Empire. Their outstanding spatial awareness makes them strong pilots and expert gunners with anything from a sling to a shipboard turret. Those who have abandoned hope for a free Iakaru also often find their way to swoop or Podracing circuits.

CORPORATE COLLUSION

The Iakaru lived in relative peace for most of their history, excepting minor conflicts between ambitious tree-clans. That changed during the Clone Wars, when Degan Explorations scouted the Iakaru system and discovered unique chemical compounds suitable for bacta replication and other high-value processes on Iakaru. Parent company Chiewab set up a research lab, but competitors Fabreth Medical and the nearby Merisee Prime intercepted confidential transmissions and rushed to establish their own facilities. Iakaru defended their homes and forests, but corporate security often massacred or forcibly relocated entire tree-clans. Eventually, the Iakaru ceded the desired territory and retreated farther into the trees.

As the Empire exerts greater force across the galaxy but faces rising resistance, its need for medicinal support has been increasing. A full-scale occupation force was deployed on Iakaru only a few years after the Empire came to power. The occupiers hoped to claim any potential miracle cures that might be extracted from Iakaru. Entire stretches of jungle were burned to make way for Imperial garrisons, driving the natives even farther from their homes. Scientists of the Imperial Corps of Bioengineers directed stormtroopers to capture specimens as they saw fit, with no regard for collateral damage. The Iakaru grew desperate for a way to oust the armored invaders. Daring plans to build or steal ships or to stow themselves away on outbound transports have become common, in hopes of eventually finding a way to repel the Empire from Iakaru.

SPECIES ABILITIES



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Iakaru begin the game with one rank in Piloting (Space). They still may not train Piloting (Space) above rank 2 during character creation.
- **Brachiation:** Iakaru suffer no terrain penalties to movement through jungles or similar environments. They also add to Athletics and Coordination checks related to climbing, swinging, and balancing.

TOGNATHS

Hailing from the planet Yar Togna, the mysterious Tognaths are tall, quiet humanoids adorned with cybernetic enhancements and life-support equipment. Renowned for their commitment to confidentiality and their quiet nature, Tognaths, some joke, could rival the infamous Bothans as information brokers, if only they'd share their secrets with each other.

Physiology: Tognaths are a curious insecto-mammalian species with smooth, fleshy skin and beady, lidless compound eyes. They stand just under two meters on average. Evolutionarily ancient, with robust but undeveloped nervous systems, they often use cybernetic enhancements to augment their otherwise sub-par hearing and balance. Many wear special lenses to aid in vision as well. Such augmentations might appear painful, but their primitive nervous systems mean they are immune to such annoyances. Tognath share many genetic ties with the Kel Dors and Gands, but whether this genetic relationship is the result of evolution or experimentation is unknown.

Tognath begin life as larvae born from egg clutches hatched in a suspension jelly, and latch onto one of their parents, feeding directly from their bloodstream. Six months later, parents visit a nursery tree, where the young detach from them and spin a cocoon. Within, the offspring undergo a metamorphosis, developing both an endoskeleton and an exoskeleton to resist the high gravity and atmospheric pressures of Yar Togna. This metamorphosis, together with their primitive innate nervous system, dulls most of their pain receptors, causing adult Tognath to feel little, if any, pain. Several months after spinning its cocoon, a child-sized Tognath emerges.

Society: Tognath live in stilted homes with lava channels near the main mountain range of Yar Togna, where they have access to mountain springwater. Most of Tognath society believes that mate selection and egg laying should occur late in life, after having dedicated most of one's prime years to a career. This means that parents are generally retired and dote on their children relentlessly, often homeschooling them after their transformation.

Most Tognath work as crystal miners or magma skimmers, though others farm the more rural flatlands. However, the most romanticized Tognath career is that of a float farmer. Float farmers raise delicacies directly on the backs of float-jellies, massive floating gasbags that eat ash from erupting volcanoes. The secretions on the float-jelly's back makes for a rich soil capable of growing mushrooms, mosses, and molds prized throughout the galaxy. Float farming is very dangerous, whether a Tognath farmer is a pilot braving volcanic updrafts and float-jelly collisions or a leaper harvesting produce from the back of a float-jelly. The most successful float farmers are egg mates, able to sense each other's location and judge their safety at all times.

Homeworld: Yar Togna is a foul-smelling, high-gravity world with a toxic, fume-saturated atmosphere. Continental subduction created a gargantuan volcanic mountain range that has pumped ash and sulfur into the air for millions of years. The planet's dense atmosphere causes particulates to remain airborne, which would have plunged the world into a deep freeze long ago if not for lumbering herds of massive, ash-eating float-jellies.

Intense fault-line pressure on Yar Togna creates unique crystalline elements vital to sensor-array manufacturing. Tognath once mined and sold crystals to corporations like Fabritech and Idellian Arrays, but Count Denetrius Vidian convinced the Empire that nationalization would increase output. The Empire took over Yar Togna and enslaved the populace. Even Tognath who have escaped still feel imprisoned, as they are kept far from the nurseries essential to perpetuating their civilization. Like all Tognath away from Yar Togna, they also require pressure suits and respirators to replicate the atmospheric conditions of their homeworld.

Language: Tognath vocal chords evolved for an unusually dense, sulfur-rich atmosphere, and, as such, their deep voices are too faint for most species to hear without technological aid. Tognath seldom speak; and when they do, their respirator amplifiers often garble their words.

Life under the Empire: Tognath who escape Yar Togna are often skilled pilots. Many find work as couriers for secret or sensitive goods and information, as their ability to ignore pain makes them ideal for resisting torture. This has given them a reputation for keeping secrets, which has helped other Tognath find work as advisors and corporate or military analysts. It has also, unfortunately, led some beings to find them untrustworthy, as in some circles such resilience means it is impossible to determine whether a subject is telling the truth. No matter what they do, almost all Tognath bear a grudge against the Empire over the treatment of their people and the co-opting of their planet. Most find their way to anti-Imperial extremist groups or the nascent rebellion.

EGG MATES

Sometimes Tognath eggs fuse in pairs or trios within their suspension jelly before hatching. If the larvae fully gestate, they share a very close bond throughout their lives. While their term for the bond is utterly untranslatable, the closest phrase in Basic is "egg mates." If egg pairs fuse early enough, egg mates report experiencing a low-grade telepathy or empathic bond with each other. Telepathically bonded egg mates can always sense each other's location and state of mind.

If Tognath characters have an egg-mate, they may spend a Destiny Point as an incidental to learn the general location or direction of that egg mate, as long as the egg mate is within extreme range of their location. They also learn the current emotional state of the egg mate as well.

SPECIES ABILITIES



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 95 XP
- **Special Abilities:** Cybernetic implants and specialized lenses for their compound eyes grant Tognath characters one free rank each in Coordination and Perception. They may not train either skill beyond rank 2 at

character creation. This set of cybernetics counts as 1 implant against a Tognath's limit on cybernetic implants.

- **Primitive Nerves:** Add ■■ to Coercion checks targeting Tognath characters.
- **Atmospheric Requirement:** Tognaths must wear a specialized mask or breathing apparatus to breathe outside their native atmosphere. Tognath characters start the game with a breath mask and treat oxygen as a corrosive atmosphere with rating 5 (see the Environmental Effects section of **Chapter VI: Conflict and Combat** in any of the *Star Wars Roleplaying Core Rulebooks*). However, they can survive in vacuum for up to five minutes before suffering its effects.

NEW UNIVERSAL SPECIALIZATIONS

The following pages include six new universal specializations for players to use with their characters: Force Adherent, Imperial Academy Cadet, Padawan Survivor, Pirate, Retired Clone Trooper, and Ship Captain.

The experience cost to take one of these universal specializations is ten times the total number of specializations that the character would have after adding the new specialization. While this means that the universal specialization costs the same as a career specialization, note that universal specializations are not career specializations.

These universal specializations can be used as part of initial character creation to add additional depth to a Player Character's previous life. Each has strong narrative elements that players can use to fashion backstories as idealistic cadets who were eager to fight for the glorious new Empire, ruthless pirates who may still be wanted in twelve systems, spiritual pilgrims yearning for greater freedoms to learn of the Force, and more. A Mechanic, for example, might have

picked up her engineering skills as a cadet at one of the Imperial Academies across the galaxy. A Warrior could have fought in the Clone Wars, and seek atonement in battle for the deadly actions he and his clone brothers took against his Jedi comrades in Order 66.

They can also be selected later in a campaign, representing the PC sharing a past history with the group, perhaps something that the character had kept a hidden secret. This could be the result of an unplanned event, such as the group discovering a deadly bounty hunter is after one of their members for earlier acts of piracy. A PC with the Ship Captain specialization might be without a ship until one is purchased (or stolen), and then show off her previously unseen talents for running a vessel and inspiring a crew. A Smuggler could display Force abilities in a dire emergency, and then trust his friends enough to tell of his time as a Padawan. Working with the GM, these revelations in turn can introduce new antagonists and adventures to propel new campaigns.

FORCE ADHERENT

Force Adherents worship the Force and accept its influence over the galaxy. The Force binds all living things, and those who surrender to this idea are able to reach a level of perception unknown to the common sentient. Even those without sensitivity to the Force have benefited from this acceptance. Through this belief, Force Adherents are capable of overcoming extreme adversity.

INDOMITABLE BELIEVERS

The additional career skills a PC receives when taking the Force Adherent universal specialization are **Melee**, **Discipline**, **Knowledge (Lore)**, and **Vigilance**. Finding purpose and strength in their belief in the Force, such PCs are bastions of belief in these dark times.

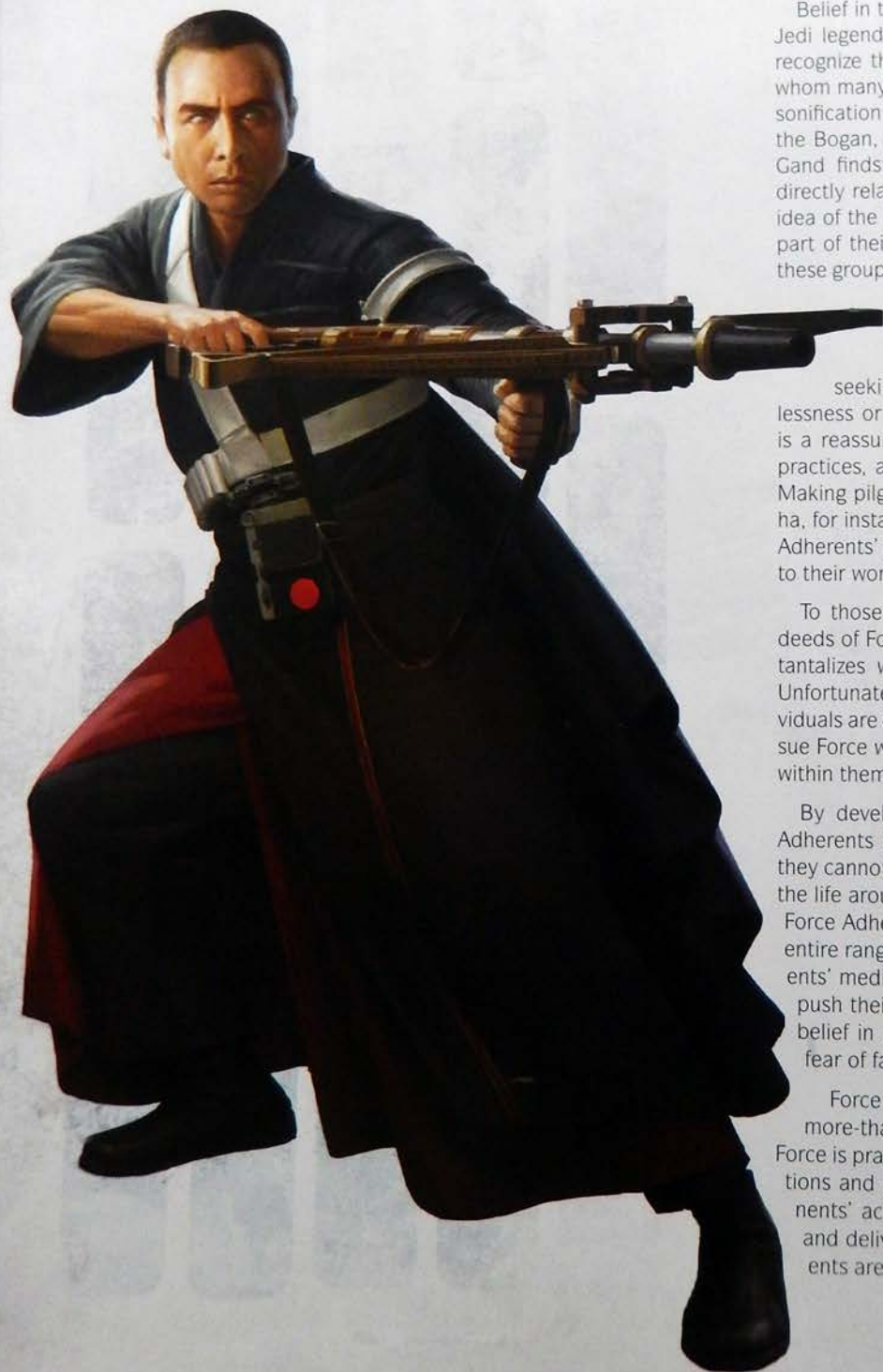
Belief in the Force is most commonly associated with the Jedi legends, but multiple cultures throughout the galaxy recognize the same phenomenon. For example, the Lasat, whom many believe to be extinct, worship the Ashla, a personification of the light side of the Force, and acknowledge the Bogan, a personification of the dark side of the Force. Gand findsmen utilize techniques that outsiders view as directly related to the Force as well. For these cultures, the idea of the Force, however it is represented, is an accepted part of their identity. While it is natural for members from these groups to worship the Force, others from outside these cultures are drawn to Force worship as well.

For sentients seeking purpose, turning to the Force can provide guidance. Whether their seeking is triggered by a general sense of meaninglessness or a specific, personal loss, the idea of the Force is a reassuring constant. For these individuals, the rituals, practices, and holy places of Force worship give direction. Making pilgrimages to established Force locations like Jedha, for instance, is frequently an integral part of these Force Adherents' journeys. However, not all Force Adherents come to their worship for meaning or guidance.

To those who have seen or heard about the incredible deeds of Force-users, such as the Jedi, worship of the Force tantalizes with the possibility of unlocking that strength. Unfortunately for those who seek this power, not all individuals are sensitive to the Force. Regardless, those who pursue Force worship earnestly find a strength they can unlock within themselves.

By developing their understanding of the Force, Force Adherents become more in tune with the galaxy. Even if they cannot tap into the Force directly, they learn to listen to the life around them; where most sentients hear only noise, Force Adherents hear the spiritual call and response of the entire range of beings in the area. In addition, Force Adherents' meditative contemplation and training allow them to push their bodies past normal limitations. An unwavering belief in the providence of the Force can even eliminate fear of failure, because all is as the Force wills it.

Force Adherents' worship and training make them more-than-capable fighters, and their knowledge of the Force is practically unrivaled. Due to their enhanced perceptions and reflexes, they are capable of anticipating opponents' actions in combat. They excel at evading attacks and delivering precise blows. Challenges to Force Adherents are challenges to the flow of the Force itself.



Universal: Force Adherent Talent Tree

Force Adherent Bonus Career Skills: Melee, Discipline, Knowledge (Lore), Vigilance

ACTIVE

PASSIVE

RESOLVE

When involuntarily suffering strain, suffer 1 less strain per rank of Resolve, to a minimum of 1.

COST 5

DISCIPLE OF LORE

Once per round, may suffer 1 strain to decrease the difficulty of next Knowledge (Lore) check a number of times equal to ranks in Disciple of Lore.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

PUSH ASIDE

After making a successful Melee, Brawl, or Lightsaber combat check against an engaged foe, may force the foe to move to short range in a direction of the opponent's choosing. Spend 1 to cause the opponent to fall prone after moving.

COST 5

DISCIPLE OF LORE

Once per round, may suffer 1 strain to decrease the difficulty of next Knowledge (Lore) check a number of times equal to ranks in Disciple of Lore.

COST 10

AS THE FORCE WILLS IT

May make an **Easy** Knowledge (Lore) check to heal strain at the end of an encounter. 1 can be spent to heal all strain.

COST 10

PRECISION STRIKE

When this character inflicts a Critical Injury with a Brawl, Melee, or Lightsaber weapon, may suffer 1 strain to change the result to any **Easy** Critical Injury result.

COST 10

EXTENDED REACH

While armed with a two-handed melee weapon, may suffer one strain to make a Melee combat check with that weapon targeting an enemy at up to short range (rather than engaged range).

COST 10

CONFIDENCE

May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

COST 15

HARD HEADED

When staggered or disoriented, perform the Hard Headed action; make a **Daunting** Discipline check to remove status. Difficulty reduced 1 per rank of Hard Headed.

COST 15

CONFIDENCE

May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

COST 15

DOODGE

When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.

COST 15

DISCIPLINED SOUL

Spend one Destiny Point after making a Discipline check to spend a number of 1 not exceeding ranks in Knowledge (Lore) as 1.

COST 20

GRIT

Gain +1 strain threshold.

COST 20

DOODGE

When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.

COST 20

RESOLVE

When involuntarily suffering strain, suffer 1 less strain per rank of Resolve, to a minimum of 1.

COST 20

FORCE OF WILL

Once per session, make one skill check using Willpower rather than the characteristic linked to that skill.

COST 25

SUPERIOR REFLEXES

Gain +1 melee defense.

COST 25

SIXTH SENSE

Gain +1 ranged defense.

COST 25

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

IMPERIAL ACADEMY CADET

The Empire trains cadets to be effective and unquestioning soldiers. To its dismay, some of its most promising students are not willing to blindly obey. For many of the former aspiring Imperial pilots, officers, and stormtroopers who have deserted after gaining firsthand exposure to the Empire's practices, the Empire is an undeniable evil that must be opposed.



REBELLIOUS STUDENTS

The additional career skills a PC receives when taking the Imperial Academy Cadet universal specialization are **Knowledge (Warfare)**, **Leadership**, **Piloting (Space)**, and **Ranged (Light)**. Having left their training institutions at some point in their past, these PCs are ready to fight against an Empire they once believed in, but now believe only that it must be overthrown.

To many individuals in these times, the Empire represents stability and order. It is responsible for having saved them from the Separatists and the traitorous Jedi Order. The Imperial military, specifically, offers opportunities to serve that body in addition to the promise of patriotic fulfillment, exploration, and power. For those who haven't experienced the Empire's oppression, these can be powerful motivators to join up. Many adventurous souls desiring to escape the inevitability of a life without excitement or advancement have looked to the Imperial academies as a way to venture into the wider galaxy. Depending on the academy, however, even getting accepted can be a highly competitive affair, in which only the most naturally talented candidates have a chance—unless, of course, a candidate's family is connected.

Once a cadet is accepted, the glowing veneer of the Empire can begin to flake away. While cadets have the opportunity to gain knowledge in a variety of fields, the study of warfare is the most heavily emphasized. A select few are groomed to become pilots, but many only benefit from the combat training to become stormtroopers. During training, instructors often encourage and even reward peer sabotage in order to foster callous behavior and direct their charges' loyalty only to the Empire. Despite this practice, unyielding cadets occasionally emerge who did not resort to such underhanded tactics and refused to be properly molded during training. When these cadets come to the attention of their instructors, however, it is not uncommon for them to suddenly vanish.

For some who remain, knowing that their life will consist of following strict orders, regardless of the harm to peaceful civilians, quenches any desire to continue. After participating in theoretical or training operations to suppress unruly citizens, it becomes impossible for such cadets to ignore these operations in practice. For those who abandon the military but don't rebel immediately, the continued abuse they witness can be more than enough to motivate them to join the resistance movement. A few rebel cells have been known to assist disillusioned cadets in their defections. After fleeing their academy, former cadets are able to see the transgressions they may not have noticed before joining.

Imperial Academy Cadets are effective agents against the Empire because their training helps them to anticipate and exploit the Imperials' common tactics. Any mechanical blueprint a rogue cadet has been exposed to becomes a liability to the Empire. Any glimpsed prototypes lose their element of surprise, and any protocol learned can be exploited for covert missions. To disrupt the enemy, one must know the enemy, and these cadets know the Empire all too well.

Universal: Imperial Academy Cadet Talent Tree

Imperial Academy Cadet Bonus Career Skills: Knowledge (Warfare), Leadership, Piloting (Space), Ranged (Light)

ACTIVE

PASSIVE

GRIT

Gain +1 strain threshold.

COST 15

VEHICLE COMBAT TRAINING

Gunnery and Piloting (Planetary) become career skills.

COST 5

CONDITIONED

Remove per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling by 1 per rank of Conditioned.

COST 5

KNOWLEDGE SPECIALIZATION

When acquired, choose 1 Knowledge skill. When making that skill check, may spend result to gain additional successes equal to ranks in Knowledge Specialization.

COST 5

KNOW THE ENEMY

The character may use Knowledge (Warfare) skill when making checks to determine Initiative.

COST 10

BY THE BOOK

Once per encounter, before making a combat check, the character may suffer two strain to add to the results equal to his ranks in By the Book.

COST 10

DEFENSIVE DRIVING

Increase defense of vehicle or starship being piloted by 1 per rank of Defensive Driving.

COST 10

TACTICAL COMBAT TRAINING

Melee and Ranged (Heavy) become career skills.

COST 10

FORMATION TACTICS

May take the Formation Tactics action by making a **Hard (◆◆◆) Leadership check**. If successful, he may choose a number of allies within short range equal to generated. Upgrade the difficulty of attacks against these allies once until the end of his next turn.

COST 15

COMMAND

Add per rank of Command when making Leadership checks. Affected targets add to Discipline checks for next 24 hours.

COST 15

FULL THROTTLE

Take a Full Throttle action; make a **Hard (◆◆◆) Piloting check** to increase a vehicle's top speed by 1 for a number of rounds equal to Cunning.

COST 15

KNOWN SCHEMATIC

Once per session, may perform the Known Schematic maneuver; make a **Hard (◆◆◆) Knowledge (Education) check**. Success grants familiarity with a building or ship's design.

COST 15

IMPROVED FORMATION TACTICS

The difficulty of Formation Tactics is reduced to **Average (◆◆)**. May spend or to have effect last until end of encounter.

COST 20

BY THE BOOK

Once per encounter, before making a combat check, the character may suffer two strain to add to the results equal to his ranks in By the Book.

COST 20

CONDITIONED

Remove per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling by 1 per rank of Conditioned.

COST 20

KNOWLEDGE SPECIALIZATION

When acquired, choose 1 Knowledge skill. When making that skill check, may spend result to gain additional successes equal to ranks in Knowledge Specialization.

COST 20

NATURAL SCHOLAR

Once per session, may refill any 1 Knowledge skill check.

COST 25

TARGETED FIREPOWER

Once per session may take Targeted Firepower action; identify one enemy target and make a **Hard (◆◆◆) Knowledge (Warfare) check**. If successful, for the rest of encounter allies within short range of character add to attacks against target equal to gained in the check.

COST 25

BY THE BOOK

Once per encounter, before making a combat check, the character may suffer two strain to add to the results equal to his ranks in By the Book.

COST 25

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

PADAWAN SURVIVOR

Order 66 effectively erased the Jedi from existence, but a small handful of Padawans across the stars managed to escape. These young apprentices watched their closest allies suddenly turn and cut down Jedi and Padawans without warning. The remaining Padawan Survivors have been forced to hide their burgeoning abilities and enter a hostile galaxy alone and unprepared for life outside of the Jedi Order. However, a few have begun to emerge to fight back against the Empire that betrayed them.



FUGITIVE APPRENTICES

The Padawan Survivor universal specialization does not have any career skills associated with it. When characters purchase this specialization, they automatically receive a Force rating of 1. If such characters already have a Force rating of 1 or higher, it does not improve when they purchase the Padawan Survivor specialization. Wary of a galaxy that has turned hostile, Padawan Survivors still put their faith in the Force as they were trained to do so from a young age.

As former apprentices, these Padawans had been on the path to becoming Jedi Knights. They received training in using the Force and in a range of fighting techniques. Unfortunately, their training was dominated with classroom lessons, and few had actual practical field experience unless they were allowed to join their masters in the Clone Wars. Not only was their formal training abruptly cut short, but the availability of Jedi knowledge was severely limited after the issuing of Order 66. That day was one of the darkest in the galaxy's history, and it devastated the rare Padawans who lived through it.

When the Jedi were branded as traitors and their order destroyed, those rare Padawans still alive were stranded with no resources and no support: their mentors were slain, their former clone trooper allies were hunting them at the Empire's behest, and they had no one from whom they could seek aid. In order to survive, these former apprentices were forced to seek no-questions-asked jobs or to subsist off a life of crime. If any Imperial informant began to suspect their Force abilities, they would be forced to flee.

As a result, many of the remaining Padawans abandoned their Jedi ideals and began nomadic lives. Many actively pursued any way to blend in, hide their abilities, and subsist on their own. Not all managed to remain hidden, though, with the might of the Empire and the newly-formed Inquisitorius after them at every turn.

While on the run, temporary allegiances were often all that was practical, as lasting bonds proved nearly impossible to maintain, especially when Padawans revealed their abilities. Saving a friend with the Force would frequently result in the friend's abandonment out of fear of the Empire. Only those already willing to defy the Empire would take that chance. A rebel cell, for instance, could take in Force users because the lives of its members were forfeit already. For Padawan Survivors, whose lives had been shattered by the Empire, rebellion was an exceptionally tempting opportunity.

Having access to an almost-extinguished source of power, Padawan Survivors are capable of unbelievable acts. Capable fighters and practiced at disappearing, they are able to effectively supplement a covert squad of rebel fighters or smugglers alike. The Force is a powerful ally, and these former Padawans are eager to again use it openly if it means honoring their dead masters and tearing down Imperial rule.

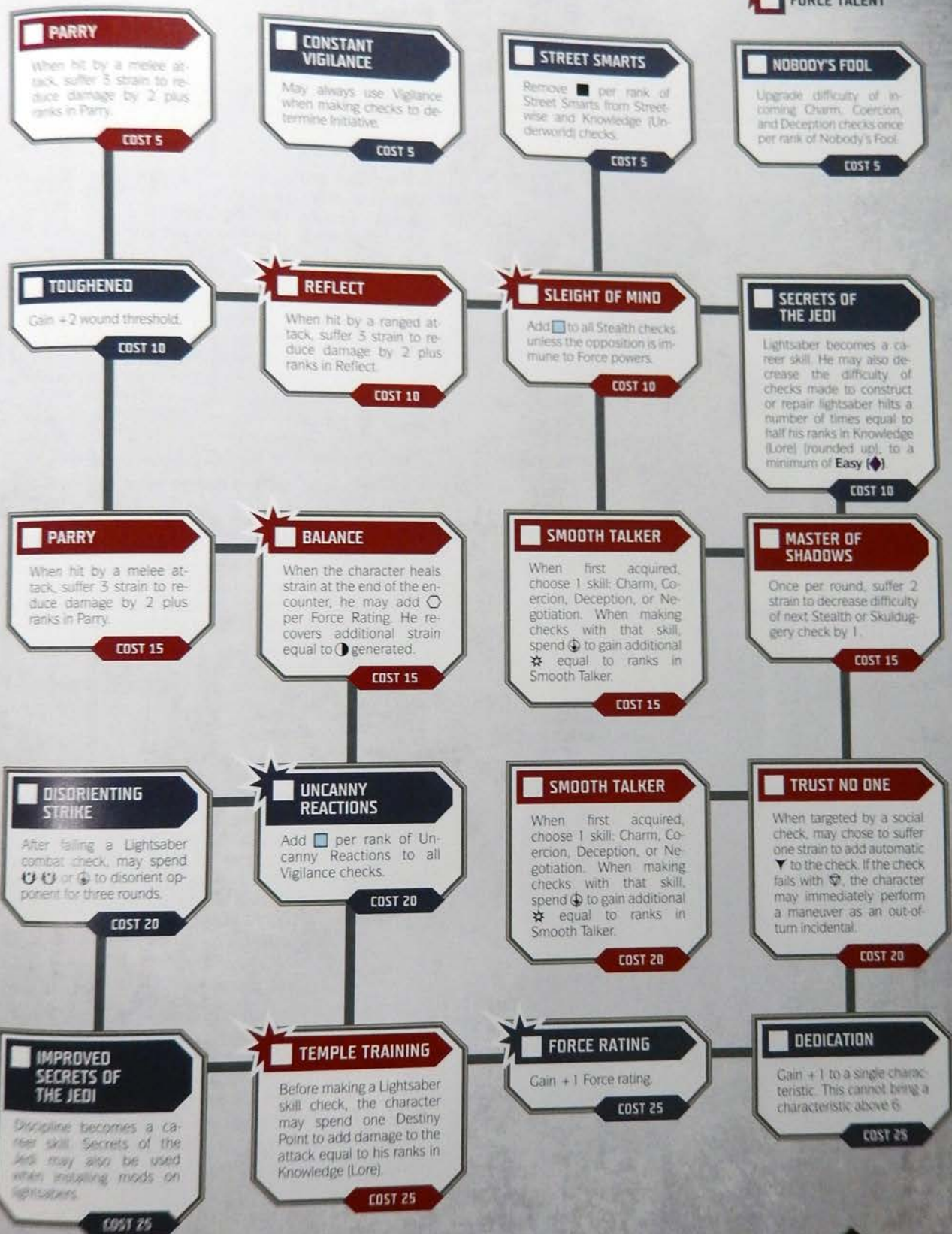
Universal: Padawan Survivor Talent Tree

Gain Force Rating 1

ACTIVE

PASSIVE

FORCE TALENT



PIRATE

Pirates care about helping themselves, and they do not care how they do it. They'll lead a crew to attack well-stocked spaceships. They'll recruit a naive idealist to steal contraband so they can sell it at a profit. Some Pirates have even seen that there are greater potential rewards—such as ending the ever-increasing Imperial stranglehold over their independence—in working as somewhat-reliable rebels.



NEFARIOUS OPPORTUNISTS

The additional career skills a PC receives when taking the Pirate universal specialization are **Coercion**, **Deception**, **Knowledge (Underworld)**, and **Skulduggery**. These PCs know the galaxy is a dangerous and unforgiving place, and are always ready to exploit this fact and make serious credits.

For these cunning “entrepreneurs” unafraid to break a few rules, take some risks, and resort to violence, anyone else’s gains can become their own. The first law of piracy is that everything belongs to whomever can take it. However, this is an honorable profession; it’s just business, and never personal. At least, it isn’t until someone else makes it personal.

While Pirates work for their own gain, the best opportunities require at least temporary support. Inside contacts, talented slicers, and reliable pilots can be invaluable—as are plenty of hired muscle to back up threats. Skilled Pirates are adept at manipulating those they work with (and anyone in their way) to achieve their goals, often via coercion and leveraging their dangerous reputations. Some might never need to fire a blaster, such is their terrifying renown, while others delight in violence that normal society does not allow.

Unrestricted by standard conventions of right and wrong, the methods that Pirates use can vary widely. Taking what they want is easy when no one else is left standing, so violence is frequently a first resort. If violence alone can’t work, or is impractical, they rely on cunning. Pirates might propose mutually beneficial agreements to secure assets essential to completing a job. Whether or not the deals are balanced or the Pirates even hold up their end is of little concern to them. This doesn’t mean that some Pirates won’t develop long-term arrangements, but often both parties are aware that such deals are strong only as long as both sides profit handsomely. Even so, most Pirates value their independence too much to be tied down for long, even to lucrative outsiders.

Regardless, Pirates sometimes find themselves aiding fledgling anti-Imperial cells. These desperate, outnumbered bands have few legal options for support. Many come to rely on the experience of Pirates for help—especially in learning how to survive outside the law and in finding unsavory but useful contacts. What might start as purely business dealings can grow to a more lasting association over exciting times, shared conflicts, and a few bottles of something jointly stolen. Whether a band of Pirates commits to a group of rebels for profit, shared aggression against the Empire, or pure boredom may never be known, but Pirates’ aid can keep such groups alive and fighting long after others have fallen.

Pirates can be duplicitous, conniving, violent con-artists, but they are almost always effective. Whether they are finding criminally-profitable jobs or manipulating their own comrades to make them more effective against the Empire, Pirates are constantly twisting situations to gain the most benefit. They almost always focus the benefit for themselves first, but sometimes it can spill over to their allies.

Universal: Pirate Talent Tree

Pirate Bonus Career Skills: Coercion, Deception, Knowledge (Underworld), Skulduggery

ACTIVE

PASSIVE

BLACK MARKET CONTACTS

When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 5

QUICK DRAW

Once per round, draw or holster a weapon or accessible item as an incidental.

COST 5

KNOWS THE ROPES

Add to checks made to escape from restraints equal to ranks in Knowledge (Underworld). Spend to free all other allies within short range.

COST 5

GREASED PALMS

Before making a social check, may spend up to 50 credits per rank of Greased Palms to upgrade the ability of the check once for every 50 spent.

COST 10

TOUGHENED

Gain +2 wound threshold.

COST 10

FEARSOME REP

Add automatic to the results of Coercion checks equal to ranks in Fear-some Rep.

COST 10

COMMANDING PRESENCE

Remove per rank of Commanding Presence from Leadership and Cool checks.

COST 10

BLACK MARKET CONTACTS

When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.

COST 15

DOUBLE-TALK

The character may spend or from a successful Charm or Deception check to disorient a number of opponents within short range equal to his Presence for remainder of round and next two rounds.

COST 15

STREET SMARTS

Remove per rank of Street Smarts from Street-wise and Knowledge (Underworld) checks.

COST 15

INTIMIDATING

May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.

COST 15

FEARSOME REP

Add automatic to the results of Coercion checks equal to ranks in Fear-some Rep.

COST 20

INTENSE PRESENCE

Spend 1 Destiny Point to recover strain equal to Presence rating.

COST 20

COMMANDING PRESENCE

Remove per rank of Commanding Presence from Leadership and Cool checks.

COST 20

STEELY NERVES

Spend 1 Destiny Point to ignore effects of Critical Injuries on Willpower and Presence checks until the end of the encounter.

COST 20

PREPARE TO BE BOARDED!

Once per encounter may take Prepare to be Boarded action and make **opposed Coercion vs. Discipline** check against enemy ship captain. If successful, the enemy suffers 1 strain per round and surrenders ship if he exceeds strain threshold. May also spend or to inflict strain equal to ranks in Coercion.

COST 25

ALTERED DEAL

Once per session may take the Altered Deal action and make **Hard (◆◆◆) Coercion** check to radically change a previously made deal or bargain to the character's advantage.

COST 25

NATURAL ROGUE

Once per session, may re-roll any 1 Skulduggery or Stealth check.

COST 25

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

RETIRED CLONE TROOPER

Literally bred for battle, these warriors were the bulk of the Republic's fighting force in the Clone Wars. Exceptionally trained, they were invaluable allies to the Jedi Order until they were manipulated into betraying its members. As the clones' accelerated aging process continues unabated, their life spans are reaching their ends, but they remain effective, tactically minded warriors whom none should underestimate.



DECOMMISSIONED SOLDIERS

The additional career skills a PC receives when taking the Retired Clone Trooper universal specialization are **Discipline**, **Knowledge (Warfare)**, **Ranged (Heavy)**, **Ranged (Light)**, **Resilience**, and **Vigilance**. Player Characters who take this universal specialization must be human males, given that they were once clone troopers, but gain a wider set of career skills from their Kaminoan training. Such PCs have seen too much of war, but realize that the Empire cannot be stopped unless they lend their skills to the battle.

Clone troopers were grown on Kamino using the human bounty hunter Jango Fett as their genetic template. These clones were engineered with an accelerated growth rate in order to become effective combatants in a significantly reduced period of time, and they had inhibitor chips installed to prevent unintended violent outbursts—or at least that was the official reason. While the troopers developed, they were given extensive generic combat training in addition to specific training as pilots, gunners, shock troopers, and a variety of other specializations. Possessing the ability for creative thought, clone troopers were significantly more effective than the mass-produced, programmed droids they were sent to combat.

During the Clone Wars, clone troopers became battle brothers; after surviving countless battles together, they established a fierce loyalty not only for each other but also for their Jedi generals. Without the contributions of both clone troopers and Jedi, the Republic would have had no chance of winning. The bond appeared unbreakable to all.

Near the end of the war, though, Chancellor Palpatine branded the Jedi as traitors and ordered the clone troopers to eliminate their Jedi comrades, no questions asked—and they did. Almost no Jedi or Padawans survived. Soon afterward, due to their accelerated aging, the clone troopers were decommissioned and replaced with non-clone stormtroopers, who lacked their intensive training. Once retired, some clone troopers were horrified about their execution of Order 66. A few went as far as removing their inhibitor chip, blaming it for making them follow the order, since troopers who had removed it beforehand did not carry out the order.

Today, a handful of these soldiers still survive and grapple with the consequences of their actions. Whether due to shame for their role in Order 66, anger against the Empire, or a desire to continue to fight for their Clone Wars ideals, a few have abandoned their leisure to fight in the nascent rebellion.

Retired Clone Troopers are powerful allies despite their age. Not only do they retain their tactical combat knowledge and training, but they have striven to maintain their genetically imbued physical conditioning as well. This is enhanced by the practical skills derived from their years of fighting and winning battles. As former soldiers of both the Republic and the Empire, they also know the location of multiple abandoned military bases scattered across the galaxy. Experience is power, and Retired Clone Troopers are steeped in it.

Universal: Retired Clone Trooper Talent Tree

Retired Clone Trooper Bonus Career Skills: Discipline, Knowledge (Warfare), Ranged (Heavy), Ranged (Light), Resilience, Vigilance

ACTIVE

PASSIVE

TOUGHENED
Gain +2 wound threshold.
COST 5

STEADY AIM
The character does not lose the benefits of the Aim maneuver if he performs other maneuvers (including moving) or actions. He does lose the benefits of the Aim maneuver if the encounter ends.
COST 5

SPARE CLIP
Cannot run out of ammo due to ☹️. Items with Limited Ammo quality run out of ammo as normal.
COST 5

GRIT
Gain +1 strain threshold.
COST 5

COMBAT VETERAN
The character adds 1 to his Brawl and Discipline checks equal to his ranks in Combat Veteran.
COST 10

DURABLE
May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.
COST 10

SWIFT
Do not suffer usual penalties for moving through difficult terrain.
COST 10

FAMILIAR SUNS
Once per session, may perform a Familiar Suns maneuver; make a **Hard** (◆◆◆) **Knowledge (Outer Rim)** or **(Core Worlds)** check to reveal the current type of planetary environment and other useful information.
COST 10

GRIT
Gain +1 strain threshold.
COST 15

STIMPACK SPECIALIZATION
Stimpacks heal 1 additional wound per rank of Stimpack Specialization.
COST 15

TOUGHENED
Gain +2 wound threshold.
COST 15

DURABLE
May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.
COST 15

PERSISTENT TARGETING
After making one or more successful combat checks against a target, add 1 to combat checks against that same target for the remainder of the encounter.
COST 20

POWERFUL BLAST
Increase Blast damage dealt by explosives, explosive weapons, and grenades by 1 per rank of Powerful Blast.
COST 20

COMBAT VETERAN
The character adds 1 to his Brawl and Discipline checks equal to his ranks in Combat Veteran.
COST 20

POWERFUL BLAST
Increase Blast damage dealt by explosives, explosive weapons, and grenades by 1 per rank of Powerful Blast.
COST 20

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

IMPROVED COMRADES IN ARMS
Spend ☹️☹️☹️ or ☹️ from Comrades in Arms check to also gain +1 soak or give one affected ally +1 soak.
COST 25

COMRADES IN ARMS
Once per encounter, take Comrades in Arms action and make a **Hard** (◆◆◆) **Discipline** check. If successful, the character plus one ally per ☹️ within medium range gains +1 defense for the remainder of the encounter.
COST 25

ENDURING
Gain +1 soak value.
COST 25

SHIP CAPTAIN

For Ship Captains, their vessel and their crew are everything. Without them, captains are imprisoned in an incomplete existence. With both, they're free. To protect this freedom, they demand an unmatched excellence from everyone aboard and provide the kind of leadership that gets these results. If crew members aren't highly skilled when joining a crew, Ship Captains will push to them to become so through inspirational words and leading by example. In exchange, crew members become a family and gain access to a wealth of camaraderie, connections, and experience.



INDEPENDENT LEADERS

The additional career skills a PC receives when taking the Ship Captain universal specialization are **Charm**, **Leadership**, **Negotiation**, and **Piloting (Space)**. Given a good ship and loyal crew, there is little this PC cannot accomplish.

Ship Captains captain ships. It's what they do and who they are. For most beings, investment in a vessel is an unfathomable dream. For Ship Captains, the lack of a vessel is an unbearable nightmare. Once they've tasted the freedom only a starship or wide-ranging skimmer can provide, it becomes impossible to return to a predictable life and a seemingly meaningless existence. Ship Captains control their own lives.

In order to live their dreams, Ship Captains rely on the contributions of an effective and close-knit crew. While they can find jobs and know the best places to sell goods, they aren't necessarily the finest of pilots, engineers, or fighters. When needed, they can always step in to fill a vacancy in order to escape pursuit, make a temporary fix, or shoot a blaster, but the best captains have specialists to fill these roles. Such specialists tend to travel with a single captain for extended durations. As captains and crews become comfortable with each other, all members learn how best to perform their key responsibilities and where they can most effectively support everyone else. For many, this professional arrangement acts as a surrogate family structure, with the captain as parent.

As surrogate parents, Ship Captains are responsible for keeping everyone in line and for pushing them to be their best. When there is a dispute between crew members, captains resolve it. When a decision needs to be made, captains make it, and when shipmates doubt their own capabilities in a moment of crisis, captains instill them with confidence. Ship Captains themselves must be strong to earn the respect of their crews, but they cannot operate through strength and threats alone. If that strength can't be tempered with compassion, every crew member will eventually find reasons to leave.

This compassion is one reason why some captains rebel against the injustices of the Empire. For some of them, the Empire's human-centric policies are intolerable, as they view species, beliefs, and affiliations as largely irrelevant as long as shipmates meld with the rest of the crew and perform well. Many others see the tightening grip of the Empire as a threat to their independent existence. This threat can be even more pronounced in light of a captain and crew's past transgressions against the Empire.

Independent and driven to stay that way, Ship Captains are dangerous threats to the Empire. No matter what role, legal or otherwise, they may have had before they gained ownership and command of a vessel, they offer much to freedom fighters. With the capability to lead strikes with effectively supported crews, they give hope to and signal the possibility of a more powerful organized resistance. Wherever they are needed, Ship Captains can get there and inspire their crews to victory.

Universal: Ship Captain Talent Tree

Ship Captain Bonus Career Skills: Charm, Leadership, Negotiation, Piloting (Space)

ACTIVE

PASSIVE

WHEEL AND DEAL

When selling goods legally, gain 10% more credits per rank of Wheel and Deal.

COST 5

PRIDE AND JOY

Choose one starship or vehicle character owns with a silhouette of 4 or higher; it becomes his "Pride and Joy" vessel. He upgrades the ability of all social skill checks he makes while within short range of the vessel once.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

KILL WITH KINDNESS

Remove █ per rank of Kill with Kindness from Charm and Leadership checks.

COST 5

KILL WITH KINDNESS

Remove █ per rank of Kill with Kindness from Charm and Leadership checks.

COST 10

IMPROVED PRIDE AND JOY

While inside his Pride and Joy vessel, recover 1 additional strain whenever recovering strain and spend ☹ on checks made to recover strain to allow an ally also within the vessel to recover one strain.

COST 10

FIELD COMMANDER

Take the Field Commander action; make an **Average** (◆◆) Leadership check. A number of allies equal to Presence may immediately suffer 1 strain to perform 1 free maneuver.

COST 10

SKILLED JOCKEY

Remove █ per rank of Skilled Jockey from all Piloting (Planetary) and Piloting (Space) checks the character attempts.

COST 10

WHEEL AND DEAL

When selling goods legally, gain 10% more credits per rank of Wheel and Deal.

COST 15

ENCOURAGING WORDS

After an ally within short range fails a check, the character may suffer 1 strain to assist that ally's next check this encounter as an out-of-turn incidental.

COST 15

SEEN A LOT OF THINGS

Whenever the character fails a Knowledge check, he may spend ☹☹☹ to roll the check again during his next turn.

COST 15

FULL THROTTLE

Take a Full Throttle action; make a **Hard** (◆◆◆) Piloting check to increase a vehicle's top speed by 1 for a number of rounds equal to Cunning.

COST 15

TRUST THE CAPTAIN

May take the Trust the Captain action by making a **Hard** (◆◆◆) Leadership check. If successful, for the rest of the encounter allies within short range increase their ranks in Discipline by an amount equal to ranks in Trust the Captain.

COST 20

INSPIRING RHETORIC

Take the Inspiring Rhetoric action; make an **Average** (◆◆) Leadership check. Each ☆ causes 1 ally in close range to recover 1 strain. Spend ☹ to cause 1 affected ally to recover 1 additional strain.

COST 20

TRUST THE CAPTAIN

May take the Trust the Captain action by making a **Hard** (◆◆◆) Leadership check. If successful, for the rest of the encounter allies within short range increase their ranks in Discipline by an amount equal to ranks in Trust the Captain.

COST 20

SUPREME PRIDE AND JOY

While inside his Pride and Joy vessel, once per session as an incidental, the character may reduce its silhouette by 2 (to a minimum of 0) for the remainder of the round and the following round.

COST 20

MOST IMPRESSIVE

Spend ☹ from any skill check to allow a number of allies not exceeding the character's rating in Presence within short range to add automatic ☆ to their next check.

COST 25

INSPIRING LEADERSHIP

Take the Inspiring Leadership action by making an **Average** (◆◆) Leadership check. If successful, a number of allies not exceeding his rating in Presence within short range add automatic ☆ to their next skill check.

COST 25

GRIT

Gain +1 strain threshold.

COST 25

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

NEW SKILLS

This section contains two skills not found in all three *Star Wars Roleplaying Core Rulebooks*: Knowledge (Warfare) and Lightsaber. Using them, characters can learn from past battles to better prepare themselves for the looming Galactic Civil War, as well as become skilled warriors ready to reclaim the lost martial heritage of the Jedi.

KNOWLEDGE (WARFARE) (INTELLECT)

Warfare has been a part of the *Star Wars* galaxy since recorded history. Epic tales abound from the mythical clashes between Force users ages ago to the recent Clone Wars. With the armed insurrection against the Empire growing in strength, it seems only a matter of time before the galaxy is plunged into perhaps its most bloodstained war ever.

As the name suggests, Knowledge (Warfare) is a Knowledge skill. It covers a character's knowledge of organized conflict, both on the ground and in space. Many things factor into this, from training and insight on the strategies and tactics of modern warfare, to an appreciation of the personnel and technology of the factions involved in the conflict, to knowledge gained from studying the other great wars throughout galactic history. Recognizing and understanding the workings and history of conflict allows a character to not only survive in the middle of combat, but to learn from battles and pass on this wisdom to others in the increasingly violent struggle against the Galactic Empire.

- A character's knowledge of the strategies and tactics of warfare both on the ground and in space is represented by the Warfare skill.
- Any time a character wants to remember details about a significant event, organization, or individual who played a role in a galactic struggle, the character should make a Warfare check.

The difficulty of the Warfare check is based upon how hard it would be to acquire the information the character wishes to know. Classified, highly localized, or ancient information is obviously more obscure. Standardized structures and patterns that the character has encountered before, such as in earlier missions, are much easier to remember.

LIGHTSABER (BRAWN)

Lightsabers (and their derivatives) are quite unlike any other weapons, even in a galaxy filled with rare and often bizarre armaments. When inactive, lightsabers appear little more than a simple hilt lacking any sort of cutting or impact implement. Once activated, though, they emit a glowing blade of powerful energy that can cut through almost any material. Their differences do not end here; their unusual weight distributions and the nature of their blades means that even those highly proficient with normal swords have difficulty wielding them properly. To fully master lightsabers requires specialized skills.

Although the Lightsaber skill is linked to the Brawn characteristic, often characters may have access to talents that can link the skill to a different characteristic instead, representing unique forms and fighting styles developed over the centuries. The Lightsaber skill governs melee attacks made with lightsabers as well as with derivative weapons such as lightwhips, guard shotos, and training sabers.

The Lightsaber skill is most often used to make combat checks while using these weapons, though at the GM's discretion there can be other times this skill can come into play. Like other melee attacks, the difficulty of Lightsaber combat checks is **Average (◆◆)**. The check might be easier if the opponent is incapable of resisting or at other times per the GM's discretion. Brawn is the most commonly used characteristics when making a check with this skill, but certain talents can allow others to be used instead. Maneuvers the character makes and specific combat situational modifiers can also modify the check's difficulty, as described in **Chapter VI: Conflict and Combat** in each core rulebook.



NEW TALENTS

The following pages describe talents included in **DAWN OF REBELLION** that are not found in all three core rulebooks. Every entry includes the information required for gameplay. See **Chapter IV: Talents** in any core rulebook for more information on talents.

ALTERED DEAL

Activation: Active (Action)

Ranked: No

Trees: Pirate

Once per session the character may take the Altered Deal action and make **Hard (◆◆◆) Coercion** check to radically change a previously agreed upon deal or bargain to a version much more advantageous to the character. The player must narratively explain what happened, including the details of how the character arranged for the deal to be changed as well as the specifics of the new deal.

AS THE FORCE WILLS IT

Activation: Passive

Ranked: No

Trees: Force Adherent

The character may make an **Easy (◆) Knowledge (Lore)** check (instead of Discipline or Cool) to heal strain at the end of an encounter. ☉ can be spent to heal all strain.

BLACK MARKET CONTACTS

Activation: Active (Incidental)

Ranked: Yes

Trees: Pirate

When looking to purchase illegal, exotic, or black market goods, the character may decrease an item's rarity by one level per rank in Black Market Contacts. For each level an item's rarity is decreased, its cost increases by 50% of its base cost.

BY THE BOOK

Activation: Active (Incidental)

Ranked: Yes

Trees: Imperial Academy Cadet

Once per encounter, before making a combat check, the character may suffer two strain to add automatic ☉ to the results equal to his ranks in By the Book.

COMBAT VETERAN

Activation: Passive

Ranked: Yes

Trees: Retired Clone Trooper

The character adds ☐ to his Brawl and Discipline checks equal to his ranks in Combat Veteran.

COMMANDING PRESENCE

Activation: Passive

Ranked: Yes

Trees: Pirate

The character removes ■ per rank of Commanding Presence from his Leadership and Cool checks.

COMRADES IN ARMS

Activation: Active (Action)

Ranked: No

Trees: Retired Clone Trooper

Once per encounter, the character may take a Comrades in Arms action to make a **Hard (◆◆◆) Discipline** check. If successful, the character plus one ally per ☆ within medium range gains +1 defense for the remainder of the encounter. Should an ally move outside of medium range, that ally loses this benefit.

COMRADES IN ARMS (IMPROVED)

Activation: Passive

Ranked: No

Trees: Retired Clone Trooper

Whenever the character takes the Comrades in Arms action, he may spend ☹☹☹ or ☹ to also gain +1 soak or to give one affected ally +1 soak.

CONDITIONED

Activation: Passive

Ranked: Yes

Trees: Imperial Academy Cadet

The character removes ■ per rank of Conditioned from his Athletics and Coordination checks. He reduces the damage and strain suffered from falling by 1 per rank of Conditioned.

CONFIDENCE

Activation: Passive

Ranked: Yes

Trees: Force Adherent

The character may decrease the difficulty of any Discipline check to avoid the effects of fear by one per rank of Confidence. If he decreases the difficulty to zero, he does not have to make a Discipline check.

CONSTANT VIGILANCE

Activation: Passive

Ranked: No

Trees: Padawan Survivor

The character may always choose to use the Vigilance skill when making checks to determine Initiative.



DEFENSIVE DRIVING

Activation: Passive

Ranked: Yes

Trees: Imperial Academy Cadet

Any vehicle the character pilots has its defense rating on all zones increased by one per rank of Defensive Driving.

DISCIPLE OF LORE

Activation: Active (Incidental)

Ranked: Yes

Trees: Force Adherent

Once per round, the character may suffer one strain to decrease the difficulty of his next Knowledge (Lore) check a number of times equal to ranks in Disciple of Lore, to a minimum of **Simple (-)**.

DISCIPLINED SOUL

Activation: Active (Incidental)

Ranked: No

Trees: Force Adherent

The character may spend one Destiny Point after making a Discipline check to spend a number of ☹️ not exceeding the character's ranks in Knowledge (Lore) as ☹️.

DISORIENTING STRIKE

Activation: Passive

Ranked: No

Trees: Padawan Survivor

After missing an opponent with a Lightsaber combat check, the character may choose to spend ☹️ ☹️ or ☹️ to disorient his foe for three rounds. Disoriented opponents add ■ to all skill checks.

DOUBLE-TALK

Activation: Passive

Ranked: No

Trees: Pirate

The character may spend ☹️ ☹️ or ☹️ from a successful Charm or Deception check to disorient a number of opponents within short range equal to his rating in Presence for the remainder of the current round and the next two rounds.

ENCOURAGING WORDS

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Ship Captain

When an ally within short range fails a check, the character may suffer 1 strain. If so, the character may assist the next check that an ally makes this encounter as an out-of-turn incidental (rather than as a maneuver). The GM has final say as to which actions can benefit from such assistance if the character is farther than engaged range.

EXTENDED REACH

Activation: Active (Incidental)

Ranked: No

Trees: Force Adherent

While armed with a two-handed melee weapon, the character may suffer one strain to make a Melee combat check with that weapon targeting an enemy at up to short range (rather than engaged range). The difficulty of the check remains **Average (◆◆)**.

FAMILIAR SUNS

Activation: Active (Maneuver)

Ranked: No

Trees: Retired Clone Trooper

Once per game session the character may perform a Familiar Suns maneuver to make a **Hard (◆◆◆) Knowledge (Outer Rim) or Knowledge (Core Worlds) check**. If successful, the character is familiar with the type of planetary environment he finds himself in. He knows whether the planet is likely to be inhabited and, if so, where habitation could be found. He also knows about unusual environmental effects, hostile predators, or sources of potential profit.

FEARSOME REP

Activation: Passive

Ranked: Yes

Trees: Pirate

The character adds automatic ☹️ to the results of his Coercion checks equal to his ranks in Fearsome Rep.

FORCE OF WILL

Activation: Active (Incidental)

Ranked: No

Trees: Force Adherent

Once per game session, the character can choose to make one skill check using Willpower, rather than the characteristic linked to that skill. When he does this, he must explain how, in this particular instance, his willpower is helping him overcome this challenge.

FORMATION TACTICS

Activation: Active (Action)

Ranked: No

Trees: Imperial Academy Cadet

The character may take the Formation Tactics action by making a **Hard (◆◆◆) Leadership check**. If successful, he may choose a number of allies within short range equal to ☆ generated. The difficulty of attacks against these allies is upgraded once until the end of his next round. The effects of this action do not stack.

FORMATION TACTICS (IMPROVED)

Activation: Active (Maneuver)

Ranked: No

Trees: Imperial Academy Cadet

The difficulty of taking the Formation Tactics action is reduced to **Average** (◆◆) instead of **Hard** (◆◆◆). The character may also spend ☉ or ☹☹☹☹☹☹ to have the effect last until end of encounter.

GREASED PALMS

Activation: Active (Maneuver)

Ranked: Yes

Trees: Pirate

Before making a social interaction check, the character may perform a Greased Palms maneuver and spend up to 50 credits per rank of Greased palms. For every 50 credits spent, the character upgrades the ability of the skill check once. How the money accomplishes this can be up to the player and GM, but could take the form of bribes, buying gifts, or even purchasing information that gives the character an advantage in the ensuing interaction.

HARD HEADED

Activation: Active (Action)

Ranked: Yes

Trees: Force Adherent

On any turn in which the character is staggered or disoriented, he may perform the Hard Headed action (this action may be specifically performed even though he is normally barred from performing actions when staggered). He makes a **Daunting** (◆◆◆◆) **Discipline** check. If he succeeds, he is no longer staggered or disoriented. The difficulty of this check decreases by one per additional rank of Hard Headed, to a minimum of **Easy** (◆).

INSPIRING LEADERSHIP

Activation: Active (Action)

Ranked: No

Trees: Ship Captain

The character may take the Inspiring Leadership action by making an **Average** (◆◆) **Leadership** check. If successful, a number of allies not exceeding his rating in Presence within short range add automatic ✨ to their next skill check.

INSPIRING RHETORIC

Activation: Active (Action)

Ranked: No

Trees: Ship Captain

The character may take the Inspiring Rhetoric action; making an **Average** (◆◆) **Leadership** check. For each ✨, one ally within close range recovers one strain. For each ☹, one ally benefiting from Inspiring Rhetoric recovers one additional strain.

KNOW THE ENEMY

Activation: Passive

Ranked: No

Trees: Imperial Academy Cadet

The character may choose to use the Knowledge (Warfare) skill when making checks to determine Initiative.



KNOWN SCHEMATIC

Activation: Active (Maneuver)

Ranked: No

Trees: Imperial Academy Cadet

Once per game session, the character may spend a maneuver to make a **Hard** (◆◆◆) **Knowledge (Education)** check. Success means he is familiar with a building or capital ship's design. He now knows the location of critical components or facilities within the ship or vehicle, as well as his own location. He can also plan unconventional routes around obstacles. Additional ✨, 🌀, or 📍 results can reveal other useful information at the GM's discretion.

KNOWS THE ROPES

Activation: Passive

Ranked: No

Trees: Pirate

Whenever the character is in binders or other personal restraints, he adds 📍 to checks made to free himself equal to his ranks in Knowledge (Underworld). 📍 on the check can be spent to free all other bound characters within short range.

MASTER OF SHADOWS

Activation: Active (Incidental)

Ranked: No

Trees: Padawan Survivor

Once per round, the character may voluntarily suffer 2 strain to decrease the difficulty of the next Stealth or Skulduggery check by one, to a minimum of **Easy** (◆).

MOST IMPRESSIVE

Activation: Active (Incidental)

Ranked: No

Trees: Ship Captain

The character may spend 📍 from any skill check to allow a number of allies not exceeding his rating in Presence within short range to add automatic 🌀 to their next skill check.

NATURAL ROGUE

Activation: Active (Incidental)

Ranked: No

Trees: Pirate

Once per game session, the character may reroll any one Skulduggery or Stealth check.

NATURAL SCHOLAR

Activation: Active (Incidental)

Ranked: No

Trees: Imperial Academy Cadet

Once per game session, the character may reroll any one Knowledge skill check.

PARRY

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

Trees: Padawan Survivor

When the character suffers a hit from a Brawl, Melee, or Lightsaber combat check, after damage is calculated (but before soak is applied, so immediately after step 3 of **Perform a Combat Check** in **Chapter VI: Conflict and Combat**, the character may take a Parry incidental. He suffers 3 strain and reduces the damage dealt by that hit by a number equal to 2 plus his ranks in Parry. This talent may only be used once per hit and when the character is wielding a Lightsaber or Melee weapon.

PERSISTENT TARGETING

Activation: Passive

Ranked: No

Trees: Retired Clone Trooper

After making one or more successful combat checks against a target, the character adds 📍 to combat checks against that same target for the remainder of the encounter.

POWERFUL BLAST

Activation: Passive

Ranked: Yes

Trees: Retired Clone Trooper

The character increases the Blast quality damage dealt by explosives, explosive weapons, and grenades he uses by 1 per rank of Powerful Blast.

PRECISION STRIKE

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Force Adherent

When the character inflicts a Critical Injury with a Brawl, Melee, or Lightsaber weapon, he may suffer 1 strain to change the result to any Easy Critical Injury result.

Additionally, whenever the character defeats a minion or rival NPC, he may always choose to do so by nonlethal means, even if the environment or exceptional circumstances would normally make that very difficult or impossible.



PREPARE TO BE BOARDED!

Activation: Active (Action)

Ranked: No

Trees: Pirate

Once per encounter the character may take the Prepare to be Boarded! action by making an **opposed Coercion vs. Discipline check** targeting an enemy ship captain (note this can be via electronic means; the two characters do not need to be face to face). If successful, the enemy suffers one strain per uncanceled ✨. The character may also spend ☉ in Coercion. Should the enemy exceed his strain threshold as a result of resolving the check, the enemy surrenders his ship to the character.

PRIDE AND JOY

Activation: Passive

Ranked: No

Trees: Ship Captain

The character chooses one starship or vehicle with a silhouette of 4 or higher that he owns. This vessel is the character's "Pride and Joy" vessel. He upgrades the ability of all social skill checks he makes while within short range of the vessel once. If the vessel is ever lost or destroyed, the character may apply Pride and Joy to a new starship or vehicle that meets the requirements. The process of modifying and acclimating to the new vessel may take some time at the GM's discretion. No two characters can have the same vessel as their Pride and Joy.

PRIDE AND JOY (IMPROVED)

Activation: Passive

Ranked: No

Trees: Ship Captain

While inside his Pride and Joy vessel, the character recovers one additional strain whenever he recovers strain and may spend ☉ on checks made to recover strain to allow an ally also within the vessel to recover one strain.

PRIDE AND JOY (SUPREME)

Activation: Active (Incidental)

Ranked: No

Trees: Ship Captain

While inside his Pride and Joy vessel, once per session the character may reduce this vessel's silhouette by two (to a minimum of 0) for the remainder of the round and the following round. This lowered silhouette is used only for purposes of combat and movement; it does not physically reduce the size of the vessel.

PUSH ASIDE

Activation: Active (Incidental)

Ranked: No

Trees: Force Adherent

After making a successful Melee, Brawl, or Lightsaber combat check against an engaged foe, the character may force the opponent to move to short range as an out-of-turn incidental in a direction of the opponent's choosing. The character may spend ☉ to cause the opponent to fall prone after moving.

REFLECT

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

Trees: Padawan Survivor

Force talent. When the character suffers a hit from a Ranged (Light), Ranged (Heavy), or Gunnery combat check, and after damage is calculated (but before soak is applied, so immediately after step 3 of **Perform a Combat Check**), he may take the Reflect incidental. He suffers 3 strain and reduces the damage dealt by that hit by a number equal to 2 plus his ranks in Reflect. This talent may only be used once per hit and when the character is wielding a Lightsaber weapon.

RESOLVE

Activation: Passive

Ranked: Yes

Trees: Force Adherent

When the character suffers strain, he suffers one less strain per rank of Resolve, to a minimum of one. This does not apply to voluntary strain loss.

SECRETS OF THE JEDI

Activation: Passive

Ranked: No

Trees: Padawan Survivor

Lightsaber becomes a career skill. The character may also decrease the difficulty of checks made to construct or repair lightsaber hilts a number of times equal to half his ranks in Knowledge (Lore) (rounded up), to a minimum of **Easy** (◆). This does not include checks made to install mods.

SECRETS OF THE JEDI (IMPROVED)

Activation: Passive

Ranked: No

Trees: Padawan Survivor

Discipline becomes a career skill. Secrets of the Jedi can also be used when installing mods to lightsabers.

SEEN A LOT OF THINGS

Activation: Passive

Ranked: No

Trees: Ship Captain

Whenever the character fails a Knowledge check, he may spend ☉☉☉ to roll the check again during his next turn.

SLEIGHT OF MIND

Activation: Passive

Ranked: Yes

Trees: Padawan Survivor

Force talent. The character adds ☐ per rank of Sleight of Mind to his Stealth checks unless the being attempting to detect the character is immune to Force powers.

SPARE CLIP

Activation: Passive

Ranked: No

Trees: Retired Clone Trooper

The character does not run out of ammo on a ☉. Items with Limited Ammo quality run out of ammo as normal.

STEADY AIM

Activation: Passive

Ranked: No

Trees: Retired Clone Trooper

The character does not lose the benefits of the Aim maneuver if he performs other maneuvers (including moving) or actions. He does lose the benefits of the Aim maneuver if the encounter ends.

STIMPACK SPECIALIZATION

Activation: Passive

Ranked: Yes

Trees: Retired Clone Trooper

Whenever the character uses a stimpack, the target heals an additional wound per rank of Stimpack Specialization. The sixth stimpack and beyond each day still have no effect.

SUPERIOR REFLEXES

Activation: Passive

Ranked: No

Trees: Force Adherent

The character gains +1 melee defense.

TACTICAL COMBAT TRAINING

Activation: Passive

Ranked: No

Trees: Imperial Academy Cadet

Melee and Ranged (Heavy) become career skills.

TARGETED FIREPOWER

Activation: Active (Action)

Ranked: No

Trees: Imperial Academy Cadet

Once per session the character may take the Targeted Firepower action by identifying one detected enemy character, vehicle, starship, or structure and making a **Hard (◆◆◆) Knowledge (Warfare) check**. If successful, for the remainder of the encounter all allies within short range of the character add automatic ☹ to their combat attacks against that target equal to ☆ that the character gained in the check.

TEMPLE TRAINING

Activation: Active (Incidental)

Ranked: No

Trees: Padawan Survivor

Force talent. Before making a Lightsaber skill check, the character may spend one Destiny Point to add damage to the attack equal to his ranks in Knowledge (Lore).

TRUST NO ONE

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Padawan Survivor

When targeted by a social check, the character may choose to suffer one strain to add automatic ▼ to the check. If the check fails with ☹, the character may immediately perform a maneuver as an out-of-turn incidental.

TRUST THE CAPTAIN

Activation: Active (Action)

Ranked: Yes

Trees: Ship Captain

The character may take the Trust the Captain action by making a **Hard (◆◆◆) Leadership check**. If successful, for the remainder of the encounter all allies within short range increase their ranks in Discipline by an amount equal to the character's ranks in Trust the Captain.

VEHICLE COMBAT TRAINING

Activation: Passive

Ranked: No

Trees: Imperial Academy Cadet

Gunnery and Piloting (Planetary) become career skills.

WHEEL AND DEAL

Activation: Passive

Ranked: Yes

Trees: Ship Captain

When he sells legal goods to a reputable merchant or business, the character gains an additional 10% more credits per rank of Wheel and Deal (based on the original sell price of the good or item).



NEW WEAPONS

Despite Imperial guarantees of safety and the consequent regulations and banning of weapons in many places, individuals often carry weapons for personal defense—or for promoting rebellion. The Empire ensures its personnel, of course, always have powerful weaponry to crush such resistance. Likewise, resistance fighters are also taking up even more potent weaponry to aid in their struggle.

DLT-19D HEAVY BLASTER RIFLE

The DLT-19D is a weapon BlasTech made specifically for the Imperial Navy's death troopers. Starting with the tried-and-true standard stormtrooper DLT-19, BlasTech engineers retooled the weapon to meet the exacting standards of the elite corps. The DLT-19D features a unique galven pattern with auxiliary barrels that tap into an expanded central energy chamber to offer greater power output and rate of fire. It also features an integral optical telescopic sight to improve accuracy over long distances. Its power output and rate of fire have been increased. All of these improvements make the rifle an excellent choice for the elite forces of the Empire to destroy rebellious enemies.

The integrated optics counts as a scope and reduces the difficulty of Ranged combat checks at long and extreme range once.

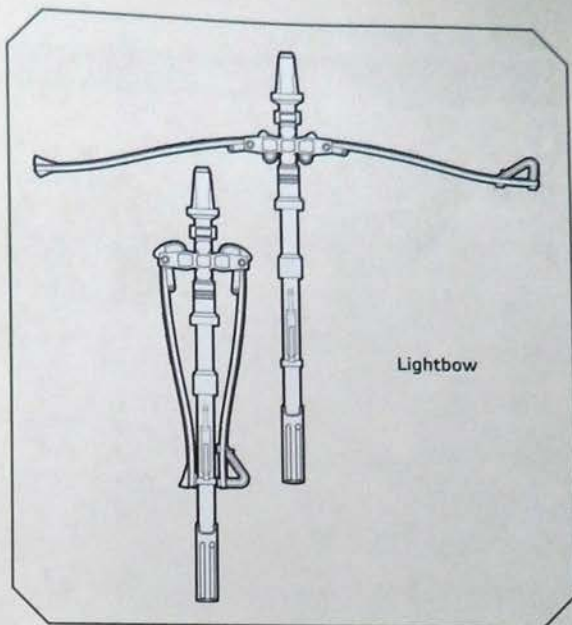
E-11D BLASTER CARBINE

The E-11D is the standard-issue longarm of the death troopers. Designed for the kinds of close-quarters and urban combat situations that death troopers excel at, the E-11D is a lightweight, sturdily built blaster carbine that trades range and accuracy for sheer stopping power and short-range performance. The E-11D has a large-bore reinforced barrel, and comes equipped with integrated features to improve power output, balance, and handling.

Upgrade the ability of combat checks made when using this weapon at short range once.

E-22 BLASTER RIFLE

An uncommon weapon in the Imperial arsenal, BlasTech's E-22 blaster rifle is a medium squad support weapon fielded by numerous Imperial special forces units. Used primarily by amphibious shoretroopers, the E-22 is a heavy,



Lightbow

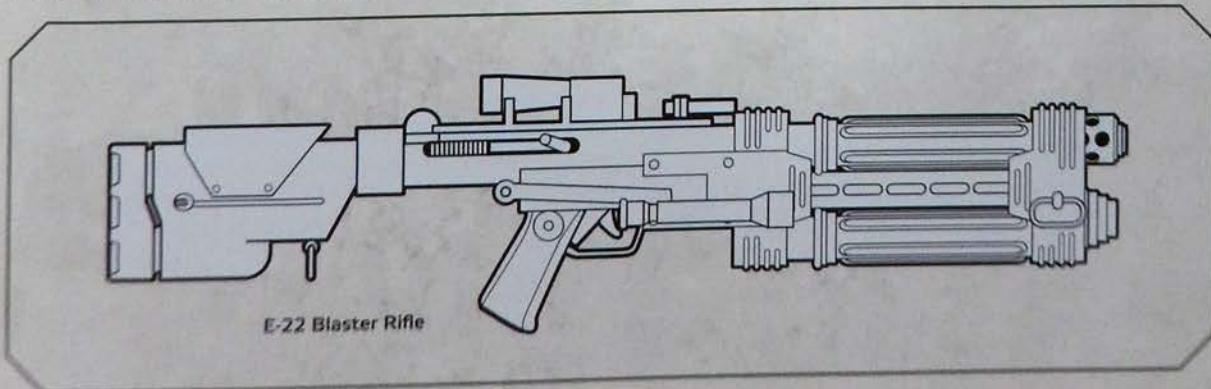
environmentally sealed blaster rifle designed to stand up to hard use in hostile environments. Larger and heavier than the standard E-11 blaster rifle, it features reciprocating double barrels with a more aggressive galven pattern, and numerous other features installed to improve performance and survivability.

The weapon's environmental sealing prevents damage from water, sand, salt, caustic gasses, and other dangerous environmental hazards.

LIGHTBOW

A distinctive part of each Guardian of the Whills' spiritual progression on Jedha, lightbows are traditionally constructed by hand upon completion of the seventh duan towards physical perfection. They have two limbs containing polarizing arrays to stabilize firing. These extend outwards and so make lightbows resemble Wookiee bowcasters, but the limbs on lightbows can be collapsed for easier transport. A sophisticated auto-loading system loads, cocks, and fires with every pull of the trigger, emitting a powerful charged particle.

The user may spend a maneuver to collapse the weapon for regular transport (reducing its encumbrance to 3) or expand the arrays to ready it for firing.



E-22 Blaster Rifle

TABLE 3-1: WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
DLT-19D Heavy Blaster Rifle	Ranged (Heavy)	10	3	Long	5	1	(R) 3,100	9	Accurate 2, Auto-fire, Cumbersome 3, Pierce 2
E-11D Blaster Carbine	Ranged (Heavy)	9	3	Medium	3	2	(R) 1,400	9	Stun setting
E-22 Blaster Rifle	Ranged (Heavy)	8	3	Medium	4	2	(R) 1,500	8	Cumbersome 2, Linked 1, Stun setting
Lightbow	Ranged (Heavy)	11	3	Long	5	1	2,000	8	Blast 4, Knockdown, Pierce 3, Slow-Firing 1
MWC-35c Repeating Cannon (Standard Mode)	Gunnery	9	3	Long	5	2	3,000	7	Auto-fire, Cumbersome 3, Pierce 2, Vicious 1
MWC-35c Repeating Cannon (Single-Shot Mode)	Gunnery	13	3	Medium	5	2	3,000	7	Cumbersome 3, Pierce 4, Prepare 1, Vicious 2
PB08 Heavy Blaster Pistol	Ranged (Light)	6	3	Medium	2	2	800	6	Stun setting
Vibrorang	Ranged (Light)	4	2	Medium	1	0	300	4	Limited Ammo 1, Pierce 2, Vicious 1

MWC-35C "STACCATO LIGHTNING" REPEATING CANNON

Morellian Weapons Conglomerate MWC-35c heavy repeating blaster cannon is one of the galaxy's premier support weapons. Designed to give an infantry squad unparalleled automatic fire capacity, the aptly nicknamed "Staccato Lightning" delivers all the power of a heavy repeating blaster in a relatively compact, easy to use package. Unlike a typical heavy repeating blaster that is stationary and requires a team of three dedicated gunners, the MWC-35c was designed to be easily portable and require less training for use. The weapon consists of a backpack-mounted, high-output energy generator connected to a blunt-nosed heavy blaster rifle by way of an armored galven-circuitry flexible charge belt. While it is heavy and bulky, the generator's straps work like load-bearing gear to distribute the weight around the wearer's body to make it relatively easier to carry.

While the MWC-35c works surprisingly well, it has some drawbacks. The armored cable that carries power from the backpack to the rifle can break or become disconnected during heavy use, making the weapon useless until repaired. The generator itself, although well protected, can detonate when ruptured, often killing the wearer and seriously wounding anyone nearby.

The repeating cannon can be fired in two different modes. The standard mode fires in a full-automatic surge designed to eliminate many targets in an instant. The secondary mode fires single-shot blasts of higher power, but requires priming the weapon via the pump-action foreguard. Switching between modes requires a maneuver.

If this weapon is ever destroyed—by a weapon with the Sunder quality or through other means determined by the Game Master—it blows up and deals 10 damage to the wearer and other characters within engaged range.

PB08 HEAVY BLASTER PISTOL

One of the more popular pistols on the market, Merr-Sonn's PB08 was designed as a direct competitor to BlasTech's DL-44. Simple and reliable, the PB08 is a sturdy, large-framed blaster pistol with a short ventilated barrel that delivers excellent damage and penetration over short ranges. What makes the PB08 stand out from the crowd is its heat management and energy conservation systems. Most heavy blaster pistols, especially the DL-44, have a nasty tendency to overheat or run out of blaster gas at the most inopportune times. Merr-Sonn's designers eliminated these drawbacks from the PB08 by using gas circulation heat sinks in the barrel to dissipate the heat generated by the powerful blaster bolts. These pistols also have a unique energy management system designed to squeeze as much energy out of Tibanna gas as possible. While this makes the PB08 more reliable, it also reduces the weapon's range and raw damage output.

This weapon cannot be made to run out of ammo by spending ☹.

VIBRORANG

Seen in some of the more remote areas of the galaxy, especially in rougher and more aggressive resistance movements, vibrorangs are throwing weapons containing ultrasonic vibroblade technology. They can be hurled in long, curving arcs that can often catch targets by surprise.

If a ranged attack with a vibrorang is unsuccessful, the user may spend ☹☹ to have it safely return to his possession. It can also be used in melee combat with the following profile: (Melee; Damage +2; Critical 2; Range [Engaged]; Inaccurate 1, Pierce 2, Vicious 1).

NEW DROIDS

For millennia, droids have been an integral part of society. Whether they are tending the sick and wounded, building cities, maintaining fleets of starships, scouting the vastness of space, or slogging across a battlefield, nearly every aspect of modern life depends on them. The Empire uses many as deadly tools against resistance fighters, while some other droids have themselves become part of the growing rebellion and may become legendary heroes in coming years.

DTS-SERIES DISMANTLER DROID [RIVAL]

Industrial Automaton's DTS-series dismantler droids are a common sight in the galaxy's ports and breaking yards. Dismantlers are big, surprisingly nimble droids roughly the size of a small starfighter or large airspeeder. They are shaped somewhat like a mushroom, with a large, sensor-studded dome of a head perched on a thin cylindrical body. Four insect-like legs surround the base of the body, and two massive arms tipped with powerful crushing claws sprout from beneath the head. Designed to dismantle and recycle starships, these burly droids are equipped with a suite of destructive tools and weapons, backed with the strength to use them. To get around shipyards quickly, dismantlers are also equipped with a repulsorlift generator and numerous small thrusters that give them a surprising turn of speed.

While they are intelligent, they are remarkably single-minded and rarely interact with organic sentient beings other than to take orders, report, and ask for clarifications. This gives them a reputation as slow-witted and dull, which makes individuals unfamiliar with these droids tend to underestimate them.



Skills: Computers 3, Mechanics 4, Perception 3, Ranged (Heavy) 1.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Gearhead 1 (remove ■ from all Mechanics checks), Solid Repairs 2 (repair two additional points of hull trauma when repairing ships or vehicles).

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons and toxins), Flyer (allows droid to fly as per the rules in the **Flying** sidebar in **Chapter VI: Conflict and Combat** in the core rulebook), Silhouette 2.

Equipment: Cutting torch (Ranged [Heavy]; Damage 10; Critical 3; Range [Short]; Blast 5; Breach 1; Burn 3; Vicious 3), vibrosaw (Melee; Damage 6; Critical 2; Range [Engaged]; Breach 1; Sunder, Vicious 2), dismantling manipulators (Brawl; Damage 4; Critical 4; Range [Engaged]; Sunder), built-in repair tools (counts as a tool kit and an emergency repair kit that can be used once per session).

ID9 SEEKER DROID [MINION]

Seekers are small, repulsor-driven, Class II droids used throughout the galaxy as couriers, scouts, and occasionally assassins. The ID9 by Arakyd Industries is a perfect example of the type. These small, nimble droids look like miniature Viper probe droids. They are commonly used by the ISB and Inquisitorius in the course of their work rooting out rebels, traitors, and Jedi. Roughly the size of a large datapad, these droids have a flat, saucer-shaped body covered in light-absorbing polycarbonate. A single large red photoreceptor surrounded by four small sensor globes is mounted on the leading edge of the saucer, and the dorsal surface is studded with antennae and sensors. Five multi-jointed limbs—three long and two short—are mounted to the droid's ventral surface. Each of these limbs is equipped with a powerful grasping claw and a short-range energy weapon that allow the little droids to knock out organics and other droids with ease.

ID9 droids are not the smartest droids in the Imperial arsenal, but they make up for it with tenacity and a kind of low cunning not often seen in droids of their class. With their nearly silent repulsorlift generator, light-absorbing coating, and stealthy programming, they are well suited for sneaking and spying. Since these droids are used primarily by ISB agents and other secretive assets, most resistance operatives don't even know they exist. Those who have encountered them view them with equal parts annoyance, respect, and fear, because while they themselves are easy to deal with, their masters usually are not.



Skills (group only): Computers, Coordination, Melee, Stealth.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons and toxins), Flyer (allows droid to fly as per the rules in the **Flying** sidebar in **Chapter VI: Conflict and Combat** in the core rulebook), Silhouette 0.

Equipment: Shock prod (Melee; Damage 5; Critical 5; Range [Engaged]; Disorient 2, Stun damage), ion disruptor (Melee; Damage 5; Critical 4; Range [Engaged]; Ion).

IG-RM-SERIES ENFORCER DROID [RIVAL]

The IG-RM series is one of the more common offshoots of Holowan Laboratories' IG-series combat droids. Closely related to the IG-series assassin droids, IG-RM droids are tall, faceless, imposing constructs with broad shoulders, spindly arms, and a penchant for violence. Designed to act as bodyguards and security personnel, IG-RM droids have a heavily armored torso and programming that makes them fanatically loyal to their owners. These droids have no qualms against harming other sentients at their owners' behest, and will

even throw themselves directly into harm's way to protect their masters. They tend to take orders literally and show little in the way of initiative or creative thinking. Thanks to these traits and their looming, intimidating presence, many of these droids have found their way into the employ of various crime syndicates and corrupt governments as enforcers and toughs.

IG-RM droids possess no internal weaponry. They are, however, programmed to handle most known military and civilian arms. They are also programmed for close-in melee combat and grappling, which comes in handy when an opponent needs to be subdued rather than killed outright.



Skills: Brawl 3, Coercion 3, Cool 2, Melee 3, Perception 3, Ranged (Heavy) 3, Vigilance 4.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Body Guard 2 (as a maneuver, suffer 2 strain to upgrade the difficulty of combat checks made against an engaged ally twice).

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons and toxins).

Equipment: DLT-18 heavy blaster rifle (Ranged [Heavy]; Damage 10; Critical 3; Range [Long]; Auto-fire, Cumbersome 3).

KX-SERIES ENFORCER DROID [NEMESIS]

Arakyd Industries' KX-series enforcer droids are a rarity in the Empire's armed forces. While droids in general are quite common in the Imperial military, those programmed for combat or other warlike functions are largely unheard of. General distrust of Class IV droids throughout the galaxy, plus the debacle of the dark trooper program, has soured the Joint Chiefs on the use of combat droids. One exception to this rule, however, is the Imperial Army's KX-series.

Officially classified as security droids, KX-series droids are general-purpose units used in roles ranging from combat support to security to frontline battle. They stand just over two meters tall, with broad shoulders; long, thin limbs; and a skull-like head with two piercing white optical sensors. Their bodies are covered in dark gunmetal armor, and an integrated back-mounted combat computer gives them an almost hunchbacked posture. Rigorously controlled and monitored, these droids are subjected to all appropriate service and maintenance, which gives them little opportunity to develop individual personalities. What little personality they do have is cool, commanding, and menacing. Extremely single-minded, they are quite difficult to bluff or distract from their given mission. Their humanoid form also means they can be equipped with almost any weapon a human could use.

KX-series droids are a priority target for insurgents. Rebel leadership has put a bounty on their capture, and at least one cell has a KX among its membership that acts as an infiltrator and spy.

TABLE 3-2: NEW DROIDS

Droid Type	Price	Rarity
DTS-series Dismantler Droid	40,000	6
ID9 Seeker Droid	(R) 4,500	7
IG-RM-series Enforcer Droid	23,000	6
KX-series Enforcer Droid	(R) 50,000	8
MSE-series Maintenance Droid	200	2



Skills: Brawl 3, Coercion 4, Computers 3, Cool 3, Perception 3, Ranged (Heavy) 3, Ranged (Light) 3, Vigilance 3.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Nobody's Fool 2 (upgrade difficulty of all Charm, Coercion, and Deception checks against this target twice).

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons and toxins).

Equipment: None.



MSE-SERIES MAINTENANCE DROID [MINION]

The ubiquitous MSE-series "mouse droids" are so common in the galaxy's starships and spaceports as to be nearly invisible. Designed by Rebaxan Columbi decades before the outbreak of the Clone Wars, these tiny, boxy droids were produced by the billions. Closer in intellect and utility to a remote than to a full droid, they are equipped with a low-powered, single-function droid brain that can contain a single program at a time. These programs can be switched out with ease, making the droids surprisingly versatile. This versatility is hampered, however, by the droid's lack of intellect, creativity, and problem-solving abilities.

Mouse droids are largely used in maintenance and custodial roles aboard ships and in military installations. With their three retractable manipulators and a surprisingly excellent sensor package, they excel at basic mechanical and electrical repair, and at cleaning, scraping, painting, and otherwise

carry out the drudgery of keeping a starship ship-shape. They also make remarkably good security and communications droids, keeping watch over sensitive areas, carrying encrypted messages, or even acting as tools in espionage efforts.



Skills (group only): Computers, Mechanics, Perception.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons and toxins), Silhouette 0.

Equipment: Built-in repair tools (counts as a tool kit and an emergency repair kit that can be used once per session), comlink, retractable manipulators.

NEW VEHICLES

This section contains a selection of the walkers and tanks that feature heavily as the growing resistance to the Empire becomes a full-blown civil war.

WALKERS

Walkers are often the go-to vehicle for use in hazardous areas. Capable of navigating nearly any terrain, they are most commonly used in military, scouting, and exploration roles.

AT-ACT

The All Terrain Armored Cargo Transport is a heavy-duty logistics walker and cargo hauler based on the successful All Terrain Armored Transport. Like the AT-AT from which it was developed, the AT-ACT is a tall, imposing, lumbering, four-legged walker with a decidedly elephantine appearance. That's where the similarities end, however. Unlike the heavy-hitting, troop-carrying AT-AT, the AT-ACT was designed to haul munitions and materiel in support of military operations. Used by both the Imperial Army's corps of engineers and the Imperial Navy's logistics corps, these massive cargo-carrying walkers are typically deployed at shipyards and major Imperial military construction sites throughout the galaxy.

Like the combat-oriented AT-AT, the AT-ACT features a spacious, heavily armored slab of a hull supported by four multi-jointed legs with broad, round feet. The walker's command deck is mounted on the end of an articulated neck and contains a cramped two-position cockpit as well as its weapon systems. Taking the place of the AT-AT's troop compartment and small speeder bike hangar is a capacious, two-decked cargo hold. Equipped with a sophisticated cargo-handling and inventory system, the AT-ACT can load or unload immense amounts of materiel in a matter of minutes. To keep that materiel safe, the walker features armor that

can shrug off nearly anything short of an anti-armor missile or a direct hit from a turbolaser. Each AT-ACT is fitted with a pair of high-output heavy lasers for defense and, in a pinch, light anti-vehicle support.



Vehicle Type/Model: Heavy Walker/AT-ACT.

Manufacturer: Kuat Drive Yards.

Sensor Range: Short.

Crew: One pilot, one vehicle commander/gunner/loadmaster.

Encumbrance Capacity: 500.

Passenger Capacity: 10.

Price/Rarity: 125,000 credits (R)/7.

Customization Hard Points: 2.

Weapons: Forward-mounted heavy laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Linked 1).

AT-DP

Kuat Drive Yards' All Terrain Defense Pod is a light, fast, bipedal patrol walker recently introduced into the Imperial Army. Descended from the Republic's single-seat AT-RT reconnaissance walker and cousin to the Imperial Army's new All Terrain Scout Transport (AT-ST), the AT-DP was designed primarily for policing instead of frontline combat. Deployed to occupied worlds throughout the Empire, these walkers are used principally to defend important Imperial assets such as military facilities, shipyards, distribution centers, and vital infrastructure. On worlds plagued with unrest or high rebellious activity, the AT-DP is used for patrol and policing where its speed, agility, and firepower can be put to good use.

Like its AT-ST cousin, the AT-DP is a tall, awkward-looking vehicle consisting of an armored hull perched atop two birdlike legs. Unlike the boxy AT-ST, the AT-DP has a long, more rounded hull with a narrow cross section that allows it to move easily through dense urban environments. Broad, round feet and a sophisticated gyroscopic balancing system keep these walkers stable on broken ground and in hilly or mountainous environments. The tandem cockpit is tight but well laid out to improve the efficiency and combat effectiveness of the two-person crew. Lightweight armor and the angled hull provide respectable protection against small arms and even light anti-vehicle weapons while maintaining the walker's speed and maneuverability. A single heavy laser cannon mounted in a forward-facing ball turret is the AT-DP's only weapon, but one that gives the walker a surprisingly powerful punch for such a relatively light vehicle.

SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBOARD/AFT	ARMOR
3	2	+0	0 - - 0	2
			HIT THRESHOLD	SS THRESHOLD
			13	10

Vehicle Type/Model: Patrol Walker/AT-DP.

Manufacturer: Kuat Drive Yards.

Sensor Range: Short.

Crew: One pilot, one gunner.

Encumbrance Capacity: 15.

Passenger Capacity: 0.

Price/Rarity: 50,000 credits (R)/7.

Customization Hard Points: 2.

Weapons: Forward-mounted heavy laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Short]).

TRACKED AND WHEELED VEHICLES

While speeders and other repulsorlift vehicles have been the standard for personal transport in the galaxy for untold centuries now, tracked and wheeled vehicles are still produced here and there for specialty purposes. Wheeled and tracked vehicles are neither as complicated as walkers nor as maintenance intensive as speeders, and are typically found in military, agricultural, and industrial roles.

TX-225 GAVW "OCCUPIER" COMBAT ASSAULT TANK

Rothana Heavy Engineering's TX-225 GAVw assault tanks are the Imperial Army's premier light urban combat vehicles. These rugged vehicles can be found in mechanized infantry divisions and the Imperial Stormtrooper Corps, where they fill a much-needed support and patrol role in the Empire's order of battle. Typically deployed in occupied cities and in Imperial military facilities rather than on the front lines, they are a common sight in urban centers with high amounts of unrest. Remarkably versatile, Occupiers are able to fight, provide supporting fire, and carry troops and cargo with equal ease.

Small and simple, these vehicles are roughly the size of a heavy speeder truck. They have an armored, wedge-shaped forward crew compartment that holds the three-person crew in extremely cramped conditions. Aft of the crew compartment is a long, flat truck bed that can carry light cargoes or a squad of troopers. Thanks to their tracks and responsive drivetrain, these tanks can stop, turn, and maneuver in incredibly tight quarters. Heavily armed for vehicles of their class, GAVw tanks carry a pair of light blaster cannons mounted forward in the reinforced bow and twinned medium lasers mounted on port and starboard sponsons. In addition, a light repeating blaster can be mounted on a pintle near the main access hatch for anti-infantry and light anti-vehicle use in tight quarters.

SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBOARD/AFT	ARMOR
3	2	-1	0 - - 0	3
			HIT THRESHOLD	SS THRESHOLD
			20	22

Vehicle Type/Model: Tank/TX-225 GAVw Combat Assault Tank.

Manufacturer: Rothana Heavy Engineering.

Sensor Range: Close.

Crew: One vehicle commander, one driver, one gunner.

Encumbrance Capacity: 35.

Passenger Capacity: 0.

Price/Rarity: 45,000 credits (R)/6.

Customization Hard Points: 2.

Weapons: Two sponson-mounted elevating twin medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

Forward-mounted twin light blaster cannon (Fire Arc Forward; Damage 4; Critical 4; Range [Close]; Linked 1).

A dorsal pintle-mounted light repeating blaster can also be installed—this weapon uses personal scale, not planetary scale (Fire Arc All; Damage 11; Critical 3; Range [Long]; Auto-fire, Pierce 1).



NEW STARSHIPS

From the tiniest shuttle to the largest, most powerful star dreadnought, starships are an integral part of life as the Empire's firm grip over the galaxy begins to falter.

STARFIGHTERS AND PATROL BOATS

Small, fast, and tough, starfighters and patrol boats are one- or two-position starships designed to project force and protect larger vessels from the enemy.

AUZITUCK-CLASS GUNSHIP

Produced by Appazanna Engineering Works, a small, highly respected shipyard on the Wookiee homeworld of Kashyyyk, the *Auzituck*-class gunship is a prime example of Wookiee engineering. Used primarily for patrol and interdiction, these ships are commonly put to use chasing down and destroying slavers who prey on Wookiees in and around Kashyyyk's system. Like most gunships, the *Auzituck* class ("Auzituck" translates roughly as "liberated one" in Shyriiwook) is a relatively fast, well-armed, heavily-armed vessel with a narrow profile, big engines, and an ability to punch well above its weight class. It has a two-position tandem cockpit that houses the pilot in the upper position and the co-pilot/gunner in the lower forward position. Aft of the cockpit is room for up to eight individuals on wall-mounted benches for hauling troops or beings rescued from slavery. Two powerful ion drives are mounted outboard on swooping pylons fitted to the aft dorsal section of the hull, and a single boarding hatch is mounted aft.

In its role as both a patrol boat and antislaver vessel, the *Auzituck*-class carries a respectable weapons loadout. Two fire-linked medium laser cannons are mounted on either side of the hull beneath the gunner's canopy, a dorsal turret houses twin medium ion cannons, and a single-tube concussion missile launcher is mounted beneath the vessel's chin in an armored housing. These weapons give the *Auzituck*-class good flexibility and the ability to easily disable or destroy the kinds of ships typically used by pirates and slavers, especially when working in groups. Their thick armor and high-output shield generators can shrug off quite a bit of damage, and their sturdy build and redundant systems make them incredibly hard to disable.

4	3	+0	DEF TURRET/PORT/STARBOARD/AFT	2 - - 1	ARMOR	3
SLIGHTLY	SPEED	HANDLING		HT THRESHOLD		SS THRESHOLD
				20		18

Hull Type/Model: Gunship/*Auzituck*-class.
Manufacturer: Appazanna Engineering Works.
Hyperdrive: Primary: Class 2, Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Short.

Ship's Complement: One pilot, one co-pilot/gunner.
Encumbrance Capacity: 10.
Passenger Capacity: 8.
Consumables: One month.
Price/Rarity: 95,000 credits/7.
Customization Hard Points: 3.
Weapons: Dorsal twin medium laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).
 Pod-mounted twin medium laser cannons (Fire Arc Forward and Starboard or Forward and Port; Damage 6; Critical 3; Range [Close]; Linked 1).

DELTA-CLASS T-3C SHUTTLE

The Sienar *Delta*-class T-3c is a heavily armed command shuttle used by high-ranking Imperial officers and other valued officials. Related to the lighter and more common *Lambda*-class shuttle, the T-3c is a big, lumbering shuttle designed to carry VIPs and sensitive cargo safely into combat zones. It has a stark and angular hull divided into two decks, a single vertical stabilizer, and two long folding wings similar to those on other Cygnus and Sienar shuttles to provide stability in atmosphere. The shuttle's upper deck houses the cockpit, a small and well-appointed passenger compartment, and a pair of private staterooms. The lower deck is a secure

modular cargo hold that can be configured to carry nearly any kind of cargo. While it is not as common as other Imperial shuttle classes, the *Delta* class is still an important part of the Imperial Navy's order of battle.

4	3	+0	DEF. FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	2 - - 1	4
			HT THRESHOLD	SS THRESHOLD
			30	20

Hull Type/Model: Shuttlecraft/*Delta*-class.
Manufacturer: Sienar Fleet Systems.
Hyperdrive: Primary: Class 1; Backup: Class 10.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one co-pilot, one navigator, one gunner, one comms operator, one engineer.
Encumbrance Capacity: 250 (without passengers).
Passenger Capacity: 30.
Consumables: Three months.
Price/Rarity: 160,000 credits (R)/6.
Customization Hard Points: 2.
Weapons: Forward-mounted light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).
 Wing-mounted heavy laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Linked 2).

KST-100 KESTREL LIGHT EXECUTIVE TRANSPORT

Corellian Engineering Corporation's KST-100 Kestrel light executive transport is yet another largely failed attempt by CEC to gain entrance into the competitive VIP transport market. Almost more starfighter than freighter, the KST-100 entered service towards the end of the Clone Wars. A dashing-looking ship by anyone's standards, the Kestrel has a small, saucer-shaped hull reminiscent of CEC's popular YT-series light freighters. Four powerful ion engines, two to a side, are mounted port and starboard, and a spacious side-by-side cockpit provides the pilot and co-pilot with an unparalleled field of vision through its numerous viewports. Two long forward-mounted booms house sensors, a pair of light laser cannons, and variable geometry winglets to provide stability and maneuverability when flying in atmosphere.

The main hull is given over almost entirely to passenger facilities. Four small but well-appointed staterooms surround a common galley and lounge. A small engineering station is located along the aft bulkhead, and a single small, cramped crew berth is located beneath the cockpit. Like the HWK-series ships from which they borrowed much inspiration, the Kestrels are fine ships but suffer from limited utility, high price, and a market already crowded with established, well-respected ship classes. The KST-100 was only produced for five years, and the total production was less than one thousand hulls. Most are still operating, mostly as military and governmental transports or as personal starships for wealthy individuals. A small handful have found their way into the hands of smugglers such as Janus Kasmir who trade in small, valuable, sensitive cargoes or who provide no-questions-asked transport services.

3	4	+1	DEF. FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	1 - - 1	2
			HT THRESHOLD	SS THRESHOLD
			25	20

Hull Type/Model: Light Freighter/KST-100.
Manufacturer: Corellian Engineering Corporation.
Hyperdrive: Primary: Class 3; Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one co-pilot.
Encumbrance Capacity: 70.
Passenger Capacity: 4.
Consumables: Two months.
Price/Rarity: 120,000 credits/7.
Customization Hard Points: 4.
Weapons: Forward-mounted light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).



PROTOTYPE-B6

Prototype-B6, also known as the Blade Wing, is a one-off starfighter that served as the prototype for the Rebellion's powerful B-wing heavy attack starfighter. Hand-built in a floating junkyard by an elderly and cantankerous Mon Calamari naval engineer named Quarrie, the B6 was as much a design exercise as his attempt to build a functioning starfighter. Long and thin, this proto-B-wing is a rough-hewn machine clearly assembled from secondhand, reclaimed, and recycled parts. Despite its unpromising looks, after a stunning maiden flight in which it destroyed an Imperial Navy *Arquitens*-class light cruiser and broke a blockade, the fighter and its creator were brought into the resistance's early research divisions for further research and development.

When first discovered by resistance operatives, the Blade Wing already exhibited most of the features that would eventually be built into the B-wing: a long, narrow, dagger-shaped fuselage with two short, variable-geometry S-foils tipped with weapon clusters. One end of the fuselage holds the one-position cockpit in a gyroscopically stabilized ring that allows the entire fuselage to rotate around it. A second, smaller pod mounted opposite the cockpit houses a gunner, who operates many of the ship's weapon systems. Four massive ion engines provide copious amounts of thrust and give the prototype incredible straight-line speed, while a finely tuned repulsorlift generator and a handful of maneuvering thrusters give the big fighter a surprising amount of agility.

In an attempt to see just how much firepower he could fit in his revolutionary new fighter, Quarrie jammed as many weapon systems into the Blade Wing as he could find. Auto-blasters, ion cannons, various calibers of laser cannons, and a pair of ordnance launchers salvaged from a Skipray patrol craft make up the ship's primary weapons loadout. Not content with this, Quarrie has designed a unique fire-linking system that draws power from all weapon systems—along with the shields, engines, and numerous other systems by accident—to create an ersatz energy weapon he calls the composite laser weapon, or CLW. Although wildly unstable and prone to knocking half the ship's systems offline when used, the CLW provides the Blade Wing with a weapon equal to a light turbolaser in power and armor-piercing capabilities. Using the CLW is always a risk, and it was deleted from the B-wing before that ship went into production.

3	4	-1	DEF. FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	1 - - 1	3
			HT THRESHOLD	SS THRESHOLD
			18	4

Hull Type/Model: Starfighter/Prototype-B6.
Manufacturer: Hand-built prototype.
Hyperdrive: Primary, Class 3, Backup: None.
Navicomputer: Yes.
Sensor Range: Close.
Ship's Complement: One pilot, one gunner.
Encumbrance Capacity: 10.
Passenger Capacity: 0.
Consumables: One day.
Price/Rarity: Unique, not for sale.
Customization Hard Points: 1.

Weapons: S-foil-mounted auto-blasters (Fire Arc Forward; Damage 3; Critical 5; Range [Close]; Auto-fire, Linked 1).

Cockpit-mounted medium laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Close]).

Forward-mounted proton torpedo launcher (Fire Arc Forward; Damage 8; Critical 2; Range [Short]); Blast 6, Breach 6, Guided 2, Limited Ammo 2, Slow-Firing 1).

Forward-mounted light ion cannon (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Ion).

Composite laser weapon (Fire Arc Forward; Damage 10; Critical 3; Range [Short]; Breach 3, Slow-Firing 2, Vicious 3).

TIE/MG MINING GUILD STARFIGHTER

Thanks to its close working relationship with the Empire, the Mining Guild is one of the few non-Imperial organizations that are permitted to operate TIE-series starfighters. Known unofficially as TIE/mgs, Mining Guild TIEs are surplus TIE/ln starfighters purchased in bulk from the Imperial Navy and modified by Mining Guild shipwrights. They are deployed to Mining

Guild sites all across the galaxy and provide protection against thieves, pirates, and resistance saboteurs.

Painted in the Guild's yellow-and-black livery, these fighters are a common sight around mining facilities. Their most obvious modification is the removal of the forward two panels of each of the fighter's solar arrays. While this greatly improves pilot visibility, it noticeably reduces speed and power. Additionally, these fighters are equipped with upgraded life-support systems to allow Mining Guild pilots to fly without bulky TIE-style flight suits. While Guild pilots are not as highly trained or skilled as Imperial Navy pilots, they still use their secondhand TIE fighters to great effect.

3	4	+3	DEF. FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	0 - - 0	2
			HT THRESHOLD	SS THRESHOLD
			6	6

Hull Type/Model: Starfighter/TIE-series.

Manufacturer: Sienar Fleet Systems.

Hyperdrive: None.

Navicomputer: None.

Sensor Range: Close.

Ship's Complement: One pilot.

Encumbrance Capacity: 2.

Passenger Capacity: 0.

Consumables: One day.

Price/Rarity: 40,000 credits (R)/6.

Customization Hard Points: 0.

Weapons: Forward-mounted light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).



TIE/SK STRIKER MULTI-ROLE FIGHTER

The TIE/sk is a rarity among the many TIE-series fighters. Designed from the ground up as an air superiority fighter, the Striker is optimized to fly and fight in atmosphere. Somewhat larger and faster than a TIE/in, it is still roughly on par in both speed and firepower with that starfighter. The Striker fills a number of roles—dogfighter, interdiction, and ground attack—and does so extremely well. Striker squadrons are typically deployed to important Imperial planetary facilities and operate alongside other TIE squadrons.

The design of the TIE/sk is as much of a departure from the rest of the TIE series as its intended role. Instead of the usual spherical fuselage, the Striker features an elongated, lozenge-shaped fuselage equipped with advanced avionics, a life-support system, a low-yield shield generator, and a small space that can hold small cargoes or a single passenger. Two variable-geometry S-foils, similar in shape to those found on the TIE/in, are mounted to the fighter and give it its distinctive silhouette. Depending on flight conditions and angle of attack, the S-foils automatically position themselves to maximize performance. Standard weapon loadout consists of linked heavy blaster cannons and a pair of medium laser cannons. These can be augmented with the addition of bombs or versatile flex-warhead launchers mounted on external hard points. All of these systems combine to create a flexible, hard-hitting fighter.

3	6	+3	1	-	-	0	2
SILHOUETTE	SPEED	HANDLING	TIE TWIN/MULTI-STANDARD/ALL				ARMOR
			TIE THRESHOLD				T/S THRESHOLD
			7				9

Hull Type/Model: Starfighter/TIE series.
Manufacturer: Sienar Fleet Systems.
Hyperdrive: None.
Navicomputer: None.
Sensor Range: Close.
Ship's Complement: One pilot, one gunner/bombadier.
Encumbrance Capacity: 4.
Passenger Capacity: 0.
Consumables: One day.
Price/Rarity: 50,000 credits (R)/6.
Customization Hard Points: 0.

Weapons: Twin forward-mounted light laser cannon (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

Hull and wingtip-mounted heavy blaster cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Linked 3).

ADDITIONAL RULES

Optimized for Atmosphere: While in space, the handling of the TIE/sk switches to (+ 0) and speed to (4).

Multi-Role Fighter: The TIE/sk can also be fitted to deploy proton bombs in a ground assault role from a ventral-mounted ejector. These explode with the following profile: (Fire Arc All; Damage 8; Critical 2; Range [Close]; Blast 6, Breach 6).



UT-60D U-WING TROOP TRANSPORT

Incom's UT-60D is a small personnel carrier and light attack craft marketed to planetary governments and private military concerns. A cross between a starfighter and a dropship, the UT-60D, also called the U-wing, was designed to carry squad-sized units into combat zones quickly and safely, then take to the air again and provide air support and instant extraction when needed. It has a squared-off hull that contains a two-seat cockpit and a ventral passenger compartment big enough for a fully equipped squad of soldiers. Two long and slender variable-geometry S-foils run the length of the ship on the port and starboard sides, providing lift and maneuverability while in atmosphere. At the aft of the ship, four Incom Mk VIII fusial thrust engines mounted in outboard nacelles provide more than enough power for getting in and out of hot landing zones.

The laser cannons on U-wings give these ships a powerful punch and good versatility for both shooting their way in and out of landing zones and providing air support to ground troops. U-wings are lightly armored, as they rely more on speed and maneuverability for survival than on bulky armor, but their high-output shield generator provides very good protection against small arms and light anti-aircraft ordnance. Troops are loaded and deployed via port and starboard sliding doors, with a dedicated door gunner using a hard-mounted weapon to provide cover. Rebels have liberated a handful of these extremely useful ships from a sympathetic arms dealer and have been using them to wonderful effect ever since.

4	4	+1	DEF. FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	2 - - 1	2
			HT THRESHOLD	SS THRESHOLD
			20	18

Hull Type/Model: Troop Transport/UT-60D.

Manufacturer: Incom Corporation.

Hyperdrive: Primary: Class 2, Backup: Class 10.

Navicomputer: Yes.

Sensor Range: Close.

Ship's Complement: One pilot, one co-pilot, two door gunners.

Encumbrance Capacity: 25.

Passenger Capacity: 8 troops with full combat gear and their support equipment.

Consumables: Two weeks.

Price/Rarity: 65,000 credits/6.

Customization Hard Points: 3.

Weapons: Forward-mounted twin medium laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

The port and starboard hatches can be fitted with one pin-point mounted weapon manned by door-gunner troops—this mounted weapon's profile uses personal scale, not planetary scale: heavy ion blaster (Fire Arc All; Damage 13; Critical 5; Range [Medium]; Ion) or light repeating blaster (Fire Arc All; Damage 20; Critical 2; Range [Long]; Auto-fire, Pierce 1).

ZETA-CLASS HEAVY CARGO SHUTTLE

Awkward and unlovely, the *Zeta*-class was designed as a short-haul heavy lifter capable of carrying large cargoes in highly secure holds. It has a broad, flat, rectangular hull with a heavily armored, forward-mounted flight deck. Four long, angular S-foils are mounted port and starboard, two to a side, to give the heavy vessel additional lift and stability in atmosphere. The interior cargo hold is modular and can be configured to carry nearly any sort of materiel needed by the Imperial military. When sealed, the modular cargo hold is shielded against scanners and separated from the ship's onboard networks, an excellent feature for delicate or top secret cargoes. These vessels also feature a series of ventral-mounted cargo clamps that can carry containerized cargo. These containers can be dropped onto targets while the ship is still moving; many supply or delivery missions are carried out simply by flying by the landing zone, slowing down to drop the containers, and then flying away to safety.

While ostensibly a non-combat vessel, the *Zeta*-class is remarkably heavily armed and armored. A trio of hull-mounted medium lasers makes up the ship's primary armament. These are backed up by four fire-linked light lasers mounted in the forward pair of S-foils. The ship's armor is both thick and angled in such a way as to deflect energy blasts, projectiles, and shrapnel. The powerful weapons loadout and sturdy armor more than make up for the shuttles' slow speed and poor handling, allowing good crews to shrug off or blast through most opposition.

Since the *Zeta*-class is relatively new, very few are currently in service with the Imperial Navy. Those that are have quickly proven their worth, and most have been scooped up by special projects bureaus and naval engineering corps.

4	2	-3	DEF. FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	2 - - 2	4
			HT THRESHOLD	SS THRESHOLD
			35	20

Hull Type/Model: Cargo Shuttle/*Zeta*-class.

Manufacturer: Telgorn Corporation.

Hyperdrive: Primary: Class 3, Backup: Class 12.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, one co-pilot.

Encumbrance Capacity: 750 (without passengers).

Passenger Capacity: 50 troops with full combat gear.

Consumables: Two weeks.

Price/Rarity: 95,000 credits (R)/7.

Customization Hard Points: 1.

Weapons: Forward-mounted twin medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 3).

Wing-mounted twin light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 3).

CORVETTES AND CRUISERS

Large sub-capital and capital ships are rare among the scattered resistance fleets, but there are a few heavy hitters lurking among the nascent Rebellion's secondhand gunships, antique starfighters, and up-gunned freighters. These large and powerful ships are more the purview of the Imperial Navy, which has the money, facilities, and personnel to keep them running at peak efficiency.

ARQUITENS-CLASS LIGHT CRUISER

Known colloquially as the Imperial light cruiser, the *Arquitens*-class is the Imperial Navy's premier light multipurpose cruiser. Descended from the Republic Navy's *Arquitens* class, which served so well during the Clone Wars, this new ship shares little aside from a class name and basic hull shape with its predecessor. Years ago, as part of a service-life extension program, the newly created Imperial Navy recalled all of the old *Arquitens*-class ships still on duty to the dry docks at Kuat Drive Yards. There, the ships were given an extensive overhaul, increasing their speed, agility, combat ability, power output, and other systems to bring them more in line with the Imperial Navy's order of battle. When the new *Arquitens*-class ships were brought into the Navy officially, they were faster, tougher, and sleeker; hit harder; and could withstand more punishment. Most of this first generation of *Arquitens*-class ships was scrapped some time ago, victims of attrition, age, and the march of technology. The ships currently in service with the Imperial Navy are all newly built vessels with cutting-edge systems; they are considered a variant of the old *Arquitens* starship.

In the Imperial Navy's order of battle, *Arquitens* vessels fill a number of roles. Typically, they are stationed at out-of-the-way Imperial worlds to keep the peace and protect Imperial assets. They are also often sent on detached service throughout the Outer Rim, given to trustworthy captains to cruise Imperial space for pirates, resistance vessels, and other dangerous malcontents. These fast and useful cruisers are also found as support ships in larger battlegroups headed by Star Destroyers, battle cruisers, or dreadnoughts. A handful of these useful vessels have even been fitted for electronic warfare, reconnaissance, and armed transport.

Arquitens-class cruisers have a broad, flat, kite-shaped hull with three powerful main engines mounted aft in a horizontal housing. They have a ship docking ring at the port and starboard points of the hull, and a squat, rectangular bridge tower mounted just forward of the engines. The forward third of the ship's hull is split into two spars, between which lies the small craft launch and recovery systems that house the vessel's small supply of fighters and shuttles. Two large turbolaser batteries dominate the dorsal side of the hull, and they are matched by another pair on the ventral side. These batteries, along with smaller laser batteries and ordnance launchers, give the *Arquitens*-class excellent offensive and defensive capabilities.



6	3	-2	REF. FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	2 2 2 2	5
			HT THRESHOLD	SS THRESHOLD
			60	45

Hull Type/Model: Light Cruiser/*Arquitens*-class.

Manufacturer: Kuat Drive Yards.

Hyperdrive: Primary: Class 2, Backup: Class 1.2.

Navicomputer: Yes.

Sensor Range: Medium.

Ship's Complement: 750 officers, enlisted crew, and pilots.

Starfighter Complement: Three TIE-series fighters, two TIE-series bombers, or one *Sentinel*-class landing craft.

Vehicle Complement: Assorted landspeeders, small shuttles, and ship's boats.

Encumbrance Capacity: 1,200.

Passenger Capacity: 100.

Consumables: Three months.

Price/Rarity: 5,000,000 credits (R)/5.

Customization Hard Points: 2.

Weapons: Two dorsal and two ventral turret-mounted twin light turbolaser batteries (Fire Arc All; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 1, Slow-Firing 1).

Four port and four starboard quad laser batteries (Fire Arc Port or Starboard; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3).

Four forward-mounted concussion missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Slow-Firing 1).

Forward-mounted medium tractor beam emitter (Fire Arc Forward; Damage -; Critical -; Range [Short]; Tractor 4).

HAMMERHEAD-CLASS CORVETTE

Old, slow, and as reliable as a pilot's chrono, Rendili StarDrive's *Hammerhead*-class corvettes are a common sight in the galaxy's spacelanes. Based on a centuries-old Rendili Hyperworks design, these staid, workaday vessels have been in space for decades now. Officially classified by Rendili as "Armed Medium Transports," Hammerheads are big, bulky ships that were built to transport goods and people safely, comfortably, and without the need for costly escorts. They have a beamy, cylinder-shaped hull that contains a number of large modular cargo holds, external docking points for cargo containers, and an external cargo lift. The flight deck, the crew berths, and a handful of passenger staterooms are located in the angular, vertical bow, which gives these ships their easily recognizable profile and class name. Three large, pylon-mounted RSD 88D-II BrightStar ion engines dominate the ship's aft.

In their intended role as armed transports, Hammerheads carry a respectable armament of two heavy lasers and two light ion cannons mounted in the bow. Remarkably heavily armed for ships of their class and role, they carry sturdy shields to better withstand the vagaries and dangers of space travel. Their internal systems are easy to maintain and upgrade, and they are fitted with numerous redundancies to keep the vessels at peak operating efficiency. While they are considered outmoded today, these sturdy vessels have a well-deserved reputation for toughness and reliability not enjoyed by many newer, more advanced ships. Most notably, tales of their survivability in actual collisions have fashioned legends of Hammerheads performing deliberate rams to disable enemy ships. While often acts of desperation, such actions have forced many an Imperial vessel to disengage from combat and allow resistance ships to escape.

Most *Hammerhead*-class ships still in operation are in the hands of small, private shipping concerns that use them in low-risk, short-hop transport roles or as backup for newer and larger ships. Thanks to their easily upgradable systems and their tough hulls, a few have found their way into pirate or smuggling fleets, where they are highly modified with more powerful weapons and better cargo-handling systems. It is rumored that the resistance has acquired a handful of these ships and is using them to deal surprising damage to the Imperial Navy.

5	3	-1	3	1	1	1	4
SILHOUETTE	SPEED	HANDLING	DEF. THRESHOLD (PORT/STARBOARD/AFT)			ARMOR	
			50			25	

Hull Type/Model: Corvette/*Hammerhead*-class.
Manufacturer: Rendili StarDrive.
Hyperdrive: Primary: Class 3, Backup: Class 15.
Navicomputer: Yes.
Sensor Range: Medium.
Ship's Complement: 35 officers and enlisted crew.
Encumbrance Capacity: 2,000.
Passenger Capacity: 125.
Consumables: Six months.
Price/Rarity: 1,000,000 credits/8.
Customization Hard Points: 4.

GRAVITY LOCKS

These hovering, slablike devices are the latest attempts to thwart any would-be ship thieves. They are a recent Imperial invention, and can be found on most major planetary docking bays and shipyards as a response to growing resistance missions to acquire Imperial vessels. Once firmly clamped onto each leg of a ship's landing gear, gravity locks use tractor beam technology to ensure a ship cannot take off. Their tough construction also means they are almost impossible to forcibly remove or even destroy without using weapons that will likely damage the ship itself.

A single gravity lock costs 7,400 credits (rarity 6). It has a silhouette of 3 and encumbrance of 14, and counts as having a soak value of 15 and a wound threshold of 10. If attacked, ☹ ☹ or ☹ may be spent to inflict half of the damage it suffers onto a ship to which it has been attached. Entering the unique key code created when the lock is installed is the usual manner to deactivate the device, but it can be dismantled in a laborious process requiring an upgraded **Formidable** (♦♦♦♦♦) **Mechanics check** and eight hours of hard work. If the character has direct knowledge of a gravity lock's inner workings, the check is not upgraded and the process takes half the time.

Weapons: Forward-mounted heavy laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Linked 1).

Dorsal turret-mounted twin light turbolaser battery (Fire Arc All; Damage 9; Critical 3; Range [Medium]; Breach 2; Linked 1, Slow-Firing 1).

ADDITIONAL RULES

Designed to Ram: When a *Hammerhead* makes a head-on impact, this is always treated as a minor collision for this vessel and so subtracts 30 from the roll to resolve its Critical Hit. The enemy vessel always treats this as a major collision and also adds 30 to its roll to resolve its own Critical Hit.





IV

GAME MASTER SUPPORT

"Save the Rebellion! Save the dream!"

– Saw Gerrera

The *Star Wars* setting is one of thrilling adventure, grand heroics, and chilling villains. Roleplaying games should therefore be the same, and allow the players to collectively fashion their own tales of daring characters against impossible odds. This chapter offers Game Masters new ideas and tools for running games that can lead to these kinds of memorable and exciting stories, ones that the players can use to establish their own unique part of *Star Wars* history.

One major feature within is guidance on crafting campaign seasons, much in the same way that television shows like *Rebels* have story arcs that run across a season. This includes tips on pacing game sessions, developing plot lines, and implementing grand finales as the culmination of one campaign but also as the lead-in to the next.

The chapter also includes advice on managing antagonists in *Star Wars* games. These NPCs should always be powerful individuals, but they also need to be fun opponents for the players to face across multiple sessions and even multiple campaigns. Here GMs gain support for creating, running, and advancing antagonists so that they are always suitable challenges for the PCs.

As rebel cells feature heavily in *Rebels*, the chapter closes out with advice for creating and running cell leaders to interact with the PCs through their adventures. It also features ideas for PC rewards when their cell members perform the kind of spectacular deeds that are so iconic in the *Star Wars* setting.

CAMPAIGNS AS SEASONS

An RPG campaign is a series of interlinked adventures. At a minimum, the link might simply be the fact that the same characters are present throughout most of the different sessions. This approach is relatively easy for a Game Master to implement in a design and seldom causes difficulties if one or more players are absent for a game session. Unfortunately, it might not provide a compelling narrative to the overall campaign. While each session could have particular highlights, unless there are additional links to connect those stories together, there is little opportunity to build toward a dramatic peak.

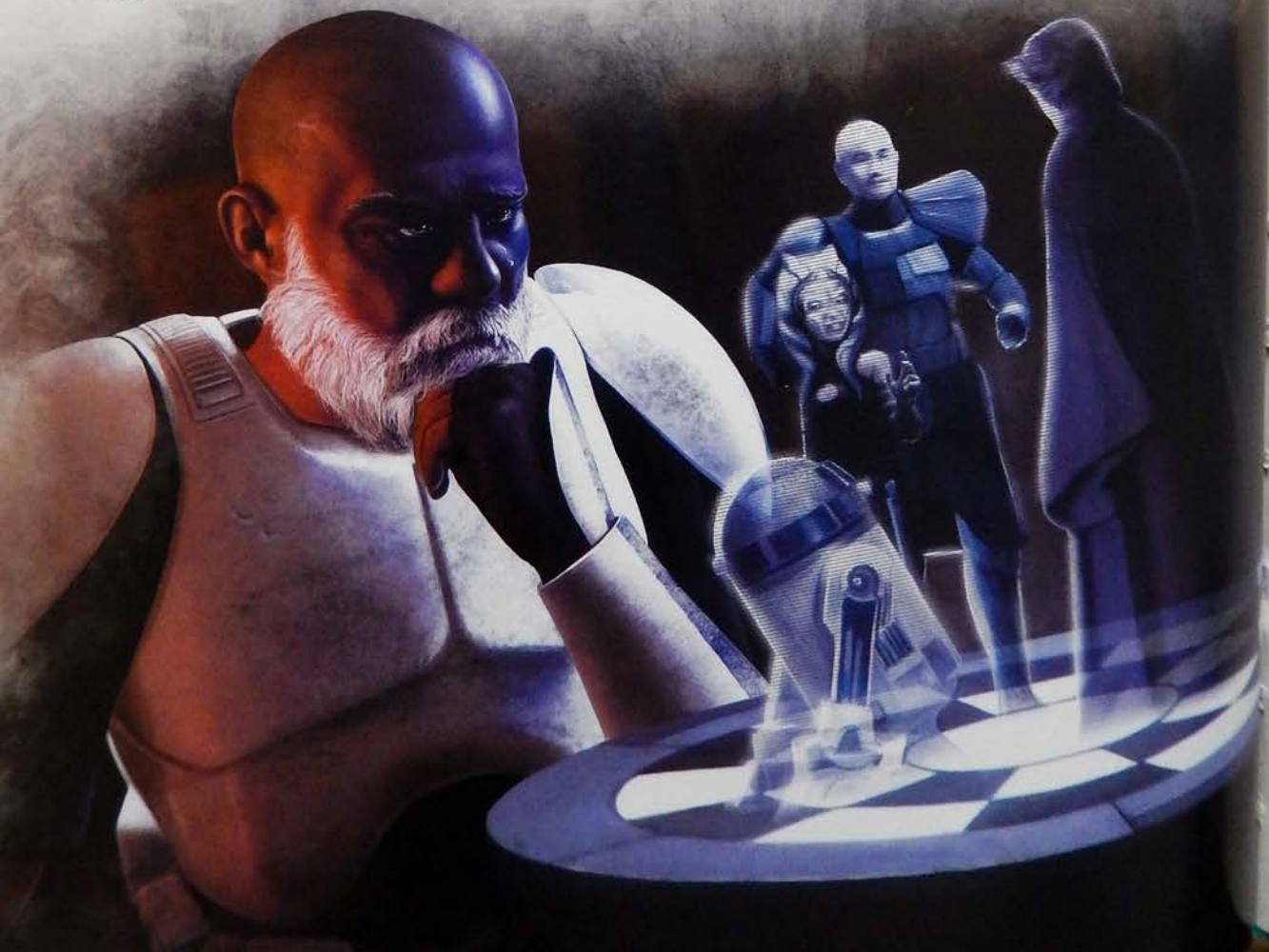
An alternative approach is to use a story arc to interlink a series of missions. This way, the campaign's secrets may be gradually revealed. As the characters gain experience and develop their abilities, additional complications come to light, which can challenge their newfound talents. A recurring villain or group of foes might progressively come to the forefront, providing a target for the Player Characters to dramatically overcome. By the end of the story arc, the players and the Game Master can look back at all of the individual adventures and see a series of twists and turns that built to a climactic conclusion.

Depending on how frequently a group plays and the overall length of the campaign, the campaign might comprise a single story arc, or it could include several. Multiple arcs might be linked so that they gradually build upon one another, or they could be largely independent. In some cases, a villain from a later arc might have an association with a prior enemy. In other instances, the defeat of an opponent could create a power vacuum that an unrelated group might move to occupy.

Usually, a GM just needs to plan out a campaign's first story arc. Later arcs can be designed to build upon it only after the first has begun to show promise. Otherwise, it becomes too easy to slip into a trap of planning for a later adventure without adequately preparing an early one. If the early adventures are not well designed, players might not have the patience and enthusiasm to reach the more exciting ones later. While it is certainly advisable to include plot hooks that can be built upon, these must be subtle. Otherwise, players might be drawn into them at an early stage and pursue them rather than the arc's central focus.

There are as many effective ways of designing story arcs as there are Game Masters. Just as an adventure can draw on a vast array of different resources for inspiration, the central narratives to a campaign can draw on anything from current events to philosophical texts to popular culture. The key at the earliest stages is finding a way to make the arc relevant to both the setting and the Player Characters.

A common plot, character motivations and decisions, or a combination of these can interlink a series of adventures. In general, players prefer campaigns that tie into their characters directly. Because of this, even a story arc heavily driven by compelling environmental factors can be more effective if it is tailored to the personalities and histories of the characters. In many cases, subtle tweaks to the NPCs and the organizations involved in the story can suffice. More often, if the Game Master has time between character creation and the first session in the campaign, revisions to the initial story arc can directly feature the characters.



If the players and the GM have worked together to build their specific campaign setting, then the elements incorporated in the design must feature heavily. This could be as simple as including NPCs taken from the PCs' personal histories. Locations or legacies that hold particular meaning for the PCs can play key elements. It is important, of course, to select elements created by each of the players at this stage. If the elements all come from only a subset of the players, then those whose work is excluded may feel disenfranchised.

While the Player Characters must be the story's central figures, they can hardly be the only individuals active within the arc. NPCs need to take roles, and significant events must take place without the PCs' immediate knowledge. Having other events take place as the characters pursue their own goals can make the world come to life. Often, scenes set apart from the characters can drive the plot in powerful ways, and can force the PCs to modify their plans.

As members of the resistance movement, emergent Force users, or even powerful smugglers, the PCs have the potential to transform the galaxy. To make a truly compelling campaign, their opponents must possess the same level of competence. A manipulative and talented antagonist can serve as a great catalyst to drive a campaign. Often, a recurring villain can be the defining element in establishing a story arc. Sometimes, that villain might be a group or an organization instead of an individual, but the overall abilities and goals that oppose those of the PCs provide a theme and a focus.

When developing later story arcs, the Game Master must consider both the events of the previous arc and any new abilities the characters have earned. A foe who proved a challenging antagonist for novices is much less imposing for established veterans. Often, an opponent who uses dramatically different tactics can be a great lead-in to a following arc. Not only can this help provide thematic distinction, but it also can suggest new fields of expertise for characters who have already achieved a high level of competency.

STORY ARC DESIGN

Many of the elements that go into designing a good story arc are similar to the ones found in designing a narrative for a series of books or a television show. A story arc in a campaign can easily be compared to a single season of television. Within this context, each game session fills the same role as an episode in the series. Using a television drama as the example framework, a central plot can develop over the course of the game sessions. A successful story arc can be used as a single element within a larger campaign that includes multiple arcs. Ideally, these will eventually build upon one another to tell an even more epic tale.

Including characters' histories and personalities as a core part of a campaign adds a collaborative feel that would not be present in a campaign focused solely on the setting and plot. Adventures that integrate specific characters, their specialties, and their histories give those players a chance to take pride in the personalities they have crafted. Adventures designed around a particular Player Character must be handled in a manner that does not completely overshadow the other PCs, but a GM who knows the group's play style should be able to manage the personalities and desires.

STORY ARC MATHEMATICS

A simple way to make certain that every Player Character receives a fair amount of attention in the campaign is to calculate the number of game sessions in the arc according to the number of players. At minimum, an arc should include two sessions, one to introduce the storyline and a second to conclude it. Additional scenarios are then added to link each of the Player Characters to that arc. A short campaign might include just a single session devoted to each character. Normally, the minimum number would be two for each character, plus the introductory and concluding scenarios. If the arc is intended to be longer, additional scenarios could be added to offer the characters additional focus sessions. The number added should always be a multiple of the number of Player Characters, so that each continues to receive a proportionate number of focal adventures.

If there are four PCs, the entire arc in a short campaign could be laid out like this:

Session	Primary Plot	Secondary Plot
1	Story Arc	Resolve previous arc
2	First PC	Story Arc
3	Story Arc	Second PC
4	Third PC	Story Arc
5	Story Arc	Fourth PC
6	Second PC	Story Arc
7	Story Arc	First PC
8	Fourth PC	Story Arc
9	Story Arc	Third PC
10	Conclusion	Hint at next arc

If desired, a longer arc can be broken down into separate sub-campaigns. This approach has the benefit of making it easier to adapt the campaign if any of the PCs should die or if new players and their characters are introduced. Each portion of the revised story arc could end with some resolution, but also with a cliffhanger to set up the next arc. If the game group has a regular schedule of rotating Game Masters or if several of the players are expected to depart at a specific time, then timing the conclusion of the story arc to coincide with the interruption could mimic a television season finale, leaving the players excited and clamoring for the next arc.

Given this goal, many game sessions within a story arc are explicitly geared toward developing the arc's central plot, but others focus on developing the characters as well. In fact, by alternating between a central focus on the characters and a central focus on the story, the story arc gradually explores a central plot while also revealing the history of the specific setting and the campaign's Player Characters. In part, this works by including two key elements in each game session: a primary plot and a secondary plot.

In each story arc, all of the Player Characters receive at least one primary plot to focus on their development, as well as one secondary plot. During those scenarios in which a character receives a secondary plot, the primary plot should be devoted to developing the story arc's central narrative. The reverse is true as well; for those game sessions in which the central plot advances a character's narrative, the character's secondary plot should deal with the story arc's central themes. The primary and the secondary plot do not have to be tightly interlinked, but they can be. Conversely, the two plots must never directly interfere with one another. A secondary plot may complement a session's primary focus or be largely unrelated, but it must not prevent the central objectives from being fulfilled.

In practical terms, this approach requires the length of the story arc to depend upon the number of players in the campaign. It also assumes that the same group of players is consistently available. If particular players are known to regularly miss games, then the design can be problematic, as it is hard to run a session focused on a Player Character whose player is absent. Under these circumstances, it could be necessary to alter the campaign structure based upon player availability, or to consider not having game sessions devoted specifically to those characters.

EXAMPLE—PART 1

Tom has four players in his game group—Bill, Kalina, Emi, and Juan. Tom decides to design a custom arc that focuses on their characters. For each Player Character to have one focus episode plus a secondary plot episode requires eight adventures. In addition, Tom wants to have one adventure at the beginning to set up the campaign framework and a second at the end to offer a dramatic conclusion. Each episode takes a single game session to play through, and the group meets on a weekly basis. This means that the story arc should take ten game sessions, or roughly ten weeks.

The first and last game sessions of a story arc establish and resolve storylines that run throughout the arc. As a consequence, rarely is there adequate time in these sessions to also delve into a story focused on one of the Player Characters. Instead, the first session is best used to introduce the arc's primary villain, while the last is used to present the arc's resolution—often including the villain's defeat or triumph. If the primary plot of the arc's first session focuses on the new storyline, then the secondary plot might wrap up any remaining issues from the previous story arc. Similarly, a secondary plotline in the final mission of the story arc could introduce clues that lead into the next story arc.

EXAMPLE—PART 2

Tom decides that the first story arc should focus on an Imperial Governor who enacts a new set of stifling taxes on a beleaguered population. After some thought, he chooses the planet Garel in the Outer Rim as the location. He decides that the combination of a resistance movement base and Imperial control could provide a good contrast, as well as justification for a range of opponents. For the first story arc, he decides that the primary opponent will be a ranking member of the ISB who is focused on identifying and eliminating the suspected base. Tom also decides that the villain will bring in an Inquisitor if any of his players choose to play a Force wielder. Tom chooses to have the first scenario involve the PCs traveling to Garel to make contact with the Rebel base. In the course of their investigation, he plans to introduce the dense security in the planet's capital (Garel City) as well as to hint at the difficult living conditions for most of Garel's citizens.

Once the campaign's core concept is in place, planning out the rest becomes a matter of customizing later adventures to fit the Player Characters as well as the story arc. An important element at this stage is considering the order in which the PCs receive their focus game sessions. Ideally, characters who receive a primary storyline early should not receive their secondary storyline until later, and vice versa. This provides the players an opportunity to each develop their character's backstory and to share in the focus at a relatively early stage in the story arc. With a group of four players, each Player Character should have received at least a secondary plot by the end of the sixth game session.

EXAMPLE—PART 3

Bill is running a Togruta Seeker. Kalina has a Wookiee Soldier. Emi's character is a Human Spy. Juan has a Droid Technician. After brief consideration, Tom decides it makes sense to start with Emi's Spy, so he makes her focus session the first one after the introduction. Building upon that scenario, he plans a game session featuring an experimental Imperial vehicle as a link to Juan's character, a scenario that includes a holocron as a seed for Bill's character, and a mission to rescue a band of Imperial slave laborers as the focus for Kalina's character.

Because the first and tenth slots are already assigned to the beginning and conclusion of the campaign, Tom assigns the middle slots for the primary plot for each of the four Player Characters as follows: slot two focuses on Emi, slot four on Bill, slot six on Kalina, and slot eight on Juan. To give the PCs time to develop more evenly, he then assigns secondary plots to each character as follows: slot three to Juan, slot five to Emi, slot seven to Bill, and slot nine to Kalina.

At this early stage, the campaign is essentially an outline. The GM places key hooks to the story arc's growth in each scenario, but he recognizes that they can easily change and shift as things develop. In some cases, a plot element that seemed like a great choice initially may seem less interesting when introduced in play. Alternatively, an improbable die roll or a great RPG session with a minor NPC might shift the focus in unexpected directions. The Game Master must accept that flexibility is essential. The story changes and develops based upon the Player Characters' actions. If a key NPC dies unexpectedly in an early scenario, it is certain to have huge ramifications for later missions. Similarly, if the Player Characters completely ignore a particular aspect of a mission or fail to complete a key objective, their opponents might grow in power earlier than expected.

EXAMPLE—PART 4

Tom tentatively sketches out the campaign events that play the focus role of game sessions one, three, five, seven, nine, and ten. These are the game sessions that focus primarily upon the campaign's story arc. He knows that the first session should introduce the characters to the planet Garel. He decides that the session can begin in Garel City with a briefing about the planet and a chance for the Player Characters to meet key NPCs. It concludes with the PCs joining the resistance forces on Garel, experiencing the world's chaotic environs firsthand, and skirmishing with the Imperials.

The third session reveals the ISB agent who is the primary antagonist. Tom plans to keep the PCs relatively distant from the agent, so that they don't immediately eliminate the foe. Instead, the PCs learn about her actions when the agent takes another rebel fighter on the planet prisoner. Tom tentatively decides that the plot could focus upon a mission to rescue the imprisoned ally, infiltrating an Imperial security center in the process. As this is Juan's secondary plot episode, Tom decides to design the outpost in such a way that a Technician would have ample opportunity to exploit its security.

Tom decides that the campaign should be well in stride by the fifth session, so he wants to introduce some complications. In this adventure, a high-ranking Imperial minister visits Garel as part of an inspection tour. Rebel forces believe that embarrassing the local authorities during the visit could be inspirational for the planet's citizens, potentially drawing out new allies. However, the Imperials increase security at the same time, making the atmosphere more tense. Emi's Spy should have an opportunity to work behind Imperial lines during the visit, because it is her secondary plot adventure.

By the seventh episode, the Player Characters should be well aware of the story arc's direction and have a solid feel for their characters' histories, personalities, and interactions. Tom decides that this is a good point to start building toward a conclusion, and he wants to reveal new insights about the Imperial authorities on

EXAMPLE—PART 4 (CONTINUED)

Garel. He decides that this could be a good opportunity to introduce the Inquisitorius into the campaign. Consequently, he reveals that a young Rodian is being held in an Imperial prison awaiting offworld transport due to suspicion that the Rodian is a Force user. An Inquisitor is slated to visit the world specifically to retrieve the prisoner. As this is a secondary plot episode for Bill's Seeker, Tom decides to hint at the threat this new foe could pose to any Force wielder on Garel.

The ninth episode is the final story arc focus, and it must lead into the conclusion. Tom has created a number of links to the different characters as well as to minor NPCs. He decides that this episode will focus on linking all of the different elements together. The tenth episode will include a big showdown with the ISB agent and the Inquisitor, but this ninth one reveals the Imperial plans to turn Garel into little more than a world of forced laborers. The characters discover that the increased taxes are just a step toward placing all of the world's citizens deeply in debt to the local government. The scenario should include a chance for the PCs to spread the word to local citizens about this major shift, and to call for open revolution. This is the secondary plot episode for Kalina's Wookiee, so Tom decides to design encounters that present a strong opportunity for direct combat.

The amount of research established at an early stage can vary based upon the Game Master's preferences. It is absolutely vital to have a strong idea of the arc's direction prior to plotting out the campaign. However, it is not always necessary to have fleshed out all of the details of each individual session. Often, sketching out the general themes can be perfectly adequate. As the characters—both PCs and NPCs—develop and the game comes to life, it can be more effective to revise or fill in detail on the later game sessions then, so that they reflect the new developments. Time spent fully detailing these materials earlier might limit the campaign or send it in directions that seem less appropriate once later developments arise.

The most effective approach for the Game Master is to create a detailed outline of each episode at the campaign design stage, but to wait to flesh out those outlines until the times between game sessions. For the Game Master using this approach, the story arc can easily be revised as the campaign continues to develop but will still remain true to its original vision. This also has the benefit of creating less work for the Game Master at the initial stages of campaign design. While it is vital to have a solid group of NPCs and setting information on hand for the first game session, it is less important to have material that is not needed until the sixth or seventh session. By deferring that work until later, more time can be spent to carefully craft the encounters and characters that will launch the campaign with a bang.

One vital issue is to develop antagonist NPCs and creatures prior to the first session. Any environmental effects—particularly if most of the campaign takes place on a single world—need to be developed before the campaign launches as well. Having these elements well defined early means that they can be used consistently throughout the campaign. If the same elements recur regularly, then they do not need to be redesigned before later sessions, saving time that can be devoted to fleshing out those game sessions as necessary.

Note that as the Player Characters develop and improve, so should the NPC opponents who survive a confrontation with them. After all, those characters are certain to have earned experience, too, in the course of their battles with the PCs. If the master villain has a lieutenant who is a meaningful antagonist in that NPC's own right, it can be appropriate for that NPC to gain additional skills and talents between scenarios as well. This need not apply to routine minions, but certainly any nemeses and some rivals can have the opportunity to develop. The **Antagonist Development** section starting on page 138 has more concerning this aspect of campaign management.

FOLLOWING STORY ARCS

A great idea can stretch out into years of campaigning. Plotting out that entire great idea, unfortunately, requires an astronomical amount of time and devotion. At an early stage, it is often more effective to focus only on the first portion. Otherwise, the job can spiral and become unwieldy. For many people, that sort of task can be started with tremendous enthusiasm, but as excitement wanes, the project is all too often abandoned.

A great way to offset this problem is to break the huge project down into manageable portions. Just as a game session can be broken down into scenes, a campaign can be divided into distinct story arcs. A GM whose vision encompasses multiple arcs can be well prepared to develop it. However, it is often more effective to write just the first arc, or even just the first few scenarios of the first arc, rather than the entire campaign. This way, as the characters and setting take life, there is less to modify in the later adventures.

Thorough notes on the initial vision ease the process. Without them, it is easy to forget a concept that seemed brilliant during the early stages of development. A single computer file or a notebook for scrawling ideas can be a terrific asset at every stage. By referring to and updating this record frequently, a Game Master can gradually develop the entire campaign, building upon the work that has come before. This can help to keep the campaign fresh and consistent. Depending on memory and vision to carry the day can lead to forgetting a critical element.

BRANCHES

As a story arc develops, the actions of the Player Characters and the success or failure of the NPCs affect the strategies both sides use. This can transform the plot and goals of later adventures as well as the campaign's overall focus. It might determine whether the Player Characters are on the offensive against a foe who is flagging, or whether they must

play a defensive role against the same foe who has come into greater power. Situations in which the campaign could diverge in two different directions are known as branches.

Most often, the PCs' success or failure on a mission determines a branch point. Each adventure forms a decision nexus. Depending on the outcome of a given mission, the characters—both the protagonists and the antagonists—have access to certain later options. In some cases, multiple branch points might be necessary. For example, if a single mission includes multiple objectives that can be achieved or failed, this can lead to multiple possible follow-up scenarios. The later adventures need to take into account the PCs' degree of success (or failure), as it is certain to impact their opponent's overall strategy.

This type of variation enables the campaign to encompass the gradual development and exposure of the foe's planning. Rather than running a series of isolated encounters, the GM can design each mission to weaken the opponent in a specific way if the PCs are successful. The story arc might culminate soon after the heroic fighters prevent a critical step in the villain's plan from coming to fruition, for instance. Beforehand, through a series of missions, the characters would learn more about their enemy. Even after the opponent fails to achieve specific goals, in later missions the PCs might recognize that their enemy is attempting alternative routes to achieve a similar outcome.

EXAMPLE—PART 5

Later in Tom's campaign, the characters manage to free a camp of Twi'lek prisoners who were to labor in the mines, extracting critical fuel for export to the Imperial Navy. In light of this production setback, Tom decides that the Imperial Governor needs to find another source for the fuel in order to meet his export requirements. Further adventures might deal with a severe rationing crisis on the world as local citizens begin to have increasingly restricted access to fuel. Had the PCs failed to free the prisoners, the Imperial mining operation would have continued as planned; a later adventure might have included the arrival of new Imperial transports awarded to the governor as recognition for maintaining a high level of fuel exports.

PRUNING THE TREE

Depending on how Game Masters choose to design their story arc and on how well they know their players, the number of branches can vary significantly. In some cases, due to a combination of triumphs and failures, a branch may lead back to the most likely course of events. In other instances, a branched campaign can run more quickly than expected, particularly if the PCs are extremely effective in the early stages of the story arc. A Game Master who encounters this problem may need to adjust overall plans for the arc. The introduction of alternative villains could provide a solution to this issue. Either the prior villain's master could take charge, or a lieutenant might attempt to advance the original plot. Otherwise, a shortened campaign could result.

Each scenario within the campaign should include plans for the two most likely outcomes. Each outcome should lead to a different follow-up scenario. The advantage to this approach is that the campaign can branch in a broad range of directions. A starting adventure would lead to two possible follow-up adventures, each of which would have its own two potential sequels. The conundrum is that by the fourth adventure, there are eight different possibilities. For a Game Master planning out a ten-game session campaign, this could mean that there would be many hundreds of different possibilities for the final adventure—but only ten of those would actually be used. Certainly many of these could be very similar, but plotting out all of those options prior to beginning the campaign is an overwhelming challenge. Even worse, unless the Game Master is running the same story arc for multiple groups, the vast majority of these options would never be used. Designing them would hardly be an effective use of time, unless the work could later be repurposed.

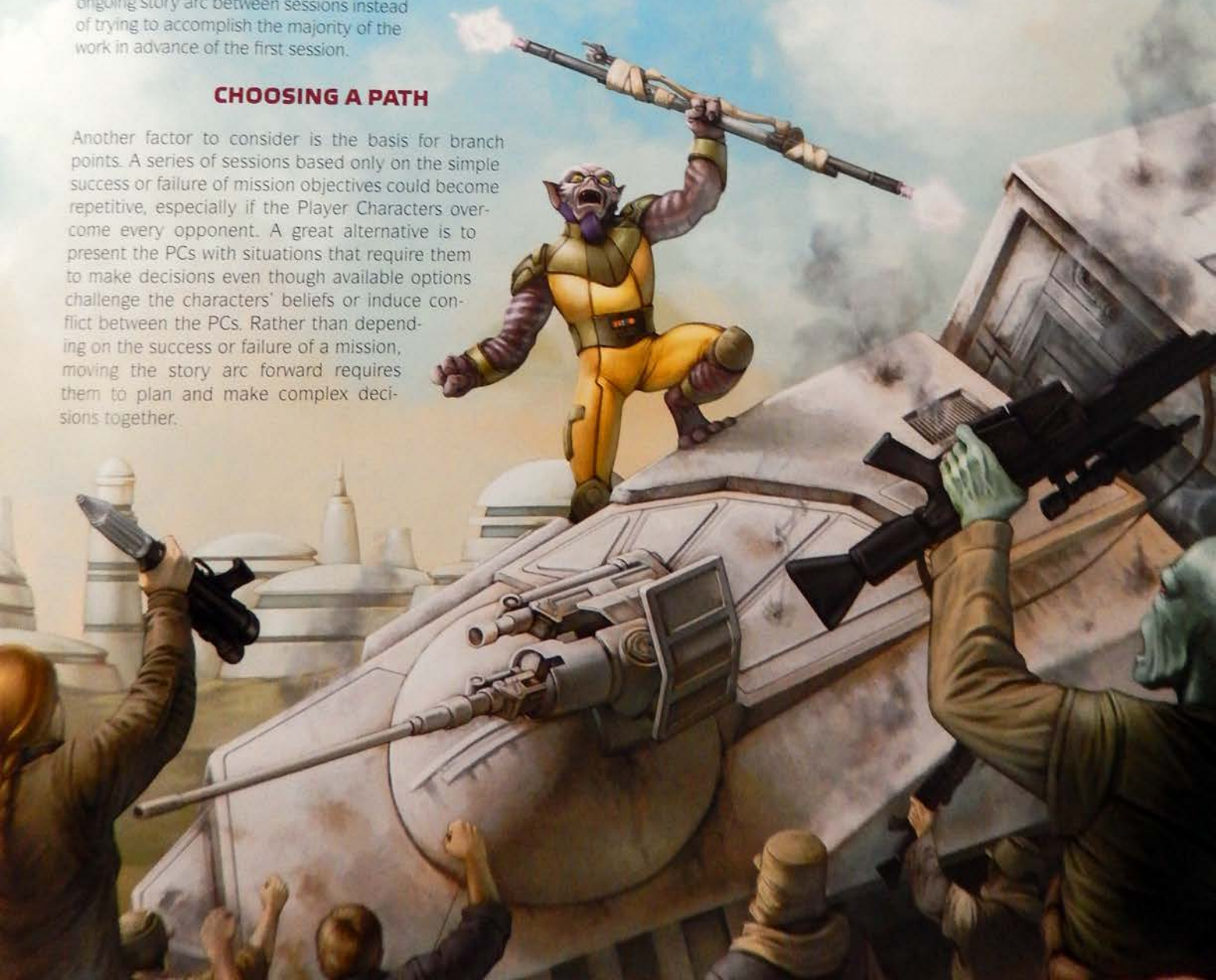
The more practical approach is to establish the initial arc of the scenarios and then adjust upcoming game sessions based upon the outcome of the most recent session. This way, the Game Master only needs to develop each session's game shortly before running it, rather than delving into great detail on all the myriad possibilities at the outset of the campaign. The largest negative is that this does require a significant commitment to developing the ongoing story arc between sessions instead of trying to accomplish the majority of the work in advance of the first session.

CHOOSING A PATH

Another factor to consider is the basis for branch points. A series of sessions based only on the simple success or failure of mission objectives could become repetitive, especially if the Player Characters overcome every opponent. A great alternative is to present the PCs with situations that require them to make decisions even though available options challenge the characters' beliefs or induce conflict between the PCs. Rather than depending on the success or failure of a mission, moving the story arc forward requires them to plan and make complex decisions together.

Such a structure can facilitate compelling interactions as PCs assert their reasons for advocating a particular course of action. Differences between species and career philosophies could come strongly into play. All characters must try to remain true to their cultural beliefs, but often those come into conflict with situational demands. These decisions become most compelling if the potential choices have obvious advantages and disadvantages. In the case of a clear-cut solution, a character who advises using a different solution appears unreasonable. When both sides have a reasonable solution and are willing to accept the consequences of their actions, the group's ultimate decisions—and the future ramifications—can build a story that the players will retell for years to come.

The most important point when designing a branching campaign is to determine the story arc's overall theme and to designate the specific decision points within each scenario. Once those choices have been made, the contents of each adventure tend to fall into place quickly. This is particularly true in the later game sessions of a story arc. By that point, the attitudes of all of the characters involved are well defined, and their objectives have become increasingly clear.



ANTAGONIST DEVELOPMENT

Memorable antagonists, enemies, and opponents are essential to good storytelling and adventures. They are especially important for long adventures and campaigns. An interesting and challenging antagonist or villain can drive an entire series of adventures and motivate the players to advance the plot with their own plans to defeat their enemy. Developing the antagonist character as the story evolves gives the character more depth and interest, not to mention the potential to generate surprises and plot twists along the way. Antagonist development is part planning ahead and part reaction to the Player Characters and the story as it unfolds. This section provides guidance for developing key antagonists as the story progresses.

ANTAGONIST CREATION

Each antagonist starts with a specific basic concept that exemplifies its importance and place in the story. The concept can begin easily with well-known NPCs such as an Imperial agent, a would-be Sith apprentice, or the classic Hutt crime lord. Exactly what kind of antagonist is required depends on the story the Game Master wants to tell and the Player Character group.

Antagonists, like all major characters, are best when multifaceted. An antagonist needs a history, goals, motivations, enemies, and allies. Significant details about the character's abilities and life so far can factor into the antagonist's development. These might or might not include iconic aptitudes and appearance. The GM should always feel free to invent new abilities for antagonists. Ideally, the GM will improve an antagonist's prowess and weaponry during a campaign so that the NPC grows as a threat just as the PCs grow through spending XP and credits.

The antagonist should be central to the plot, or at least eventually a major factor in specific events of an adventure or campaign. That doesn't mean the character has to be an important leader or influential in society; it just means the NPC should be important in some way to the Player Characters' lives or goals.

PLANNING AHEAD

Antagonist character development begins with planning an overall storyline. While this can and will change as the campaign progresses, it is good to sketch out some major development points ahead of time. GMs should take the antagonist's abilities and story elements they find interesting and fun to play and use them to create a list of ideas for entertaining encounters. Just brainstorming encounter ideas can inspire unexpected character traits and development. Each potential encounter should highlight one or more of the antagonist's abilities, and a few should include revelations about the character. Revealing the adversary's abilities a little bit at a time increases the character's depth and provides for new surprises. Revelations produce elements the PCs can exploit or otherwise further the campaign story.

Making a list ahead of time also gives the Game Master something to refer to as the story changes. Some encounters may drop off when they no longer make sense, while others may be altered or enhanced by new circumstances. The list helps keep the central idea of the character on track when it might otherwise become overwhelmed or overlooked by changing stories.

ANTAGONIST GOALS

Every antagonist has at least one major goal, along with several lesser ones. One is always to hinder or stop Player Characters from achieving their own goals. Stopping the PCs might not be the antagonist's initial primary goal, though it may become so (at least temporarily) as the PCs disrupt more of the villain's plans.

The GM should make a list of major and lesser goals. It need not be very long or detailed to start. It should contain the character's prime motivation and indicate how that motivation conflicts with the PCs' efforts. Major goals take many steps to achieve. The Player Characters should get the opportunity to hinder or stop significant advancement. They should also get an opportunity to learn about future steps in the process and use that knowledge to their advantage to gain the upper hand.

The GM should also think about how far an antagonist is willing to go to achieve each goal. It is okay for the character to accept defeat and move on to the next goal, or come up with a new one based on new circumstances. In fact, the players will likely feel that their actions matter more if the antagonist can't simply try the same thing in the following encounters or adventures. It also keeps the character and game from becoming repetitive.

LINKS TO PLAYER CHARACTERS

While not every antagonist needs to start with a personal connection to one or more PCs, such a connection can provide more depth to the characters involved and kick-start drama and tension. Family links are, of course, central to many *Star Wars* stories. However, not everyone is related, so kinship ties may be used sparingly. Whether the antagonist is a family member, a former friend, or some other acquaintance, past character interactions may ratchet up or down the level of conflict and violence. Not all antagonists are out to kill their foes or to fight to the death themselves. The opinions of both characters might change for better or worse as the story develops.

Close relationships can enable final encounters that end in something other than combat. In fact, most relationships provide reasons for the antagonist to banter with the PCs instead. This can take many forms, such as taunting, persuasion, bragging, seeking approval, threats, pleas for help, and appeals to conscience.

Antagonist goals may directly involve one or more of the Player Characters. Antagonists may need an item or help from the PCs, or they might try to manipulate the PCs to do their bidding or dirty work. An antagonist might even temporarily work with the Player Characters if necessary.

LINKS TO OTHER NPCs

Antagonists should have links to other significant Non-Player Characters as well. Like links to the PCs, links to NPCs should tie into and advance the storyline. Antagonists can have all manner of allies, underlings, enemies, and important contacts. A lieutenant or other less powerful foe can serve as a stand-in when the GM wants to keep the primary antagonist out of immediate danger. PCs can use these characters to learn more about the antagonist's history, strengths, weaknesses, and future plans. They might even ally with or otherwise play the antagonist's enemies against the antagonist.

Secret links between NPCs make for great potential surprise revelations. Allied antagonists might gang up on the PCs. Rivals might fight all sides, or temporarily align with the PCs when convenient.

ANTAGONISTS, NOT EVIL

Antagonists should oppose the PCs, but this doesn't necessarily mean they have to be classic villains. Many characters in the *Star Wars* universe fit this bill, especially in how they might view the Empire. Some, such as Saw Gerrera, want it destroyed and don't care about the means so long as that end is achieved. Others, like Cham Syndulla or Fenn Rau, don't like the Empire but don't trust the increasingly unified rebel fighters enough to want to work with them.

For GMs, this means that antagonists should also include NPCs who the PCs might encounter with words instead of blasters. Such NPCs might be just as dangerous and vexing as an Inquisitor or ISB agent, but allow for interesting social encounters to mix in with combat-oriented ones.

This also leaves the opportunity of antagonists becoming allies, possibly as part of the final scene (see page 141) where the PCs strive to convince their foe to join their cause. Even once-loyal servants of the Empire might change allegiances and join the Rebellion...

FIRST MEETING

The introduction of a major antagonist character to the game should be a memorable experience. Something the antagonist does or says should leave a lasting effect on the Player Characters. This encounter should give the PCs a good idea of the antagonist's central characteristics and threat level, and it should cause them to fear the character's future appearances. At this meeting, the GM should keep the antagonist isolated or protected from combat and other harm so that the character is not immediately eliminated.

Foreshadowing the character's appearance using hints or via reports from other NPCs can help the GM build up expectations and foster the potential for interesting reactions when the character arrives. On the other hand, a surprise appearance in an unexpected or twist ending can introduce the character with a bang. A combination is also possible, in which the PCs receive incomplete or misleading information before encountering the antagonist.

The GM should craft the first encounter to establish the desired tone for the antagonist. If the character is meant to be scary or horrifying, the scene should feature elements that reflect this. If the antagonist is a devious mastermind, the character should have the opportunity to show off successful operations and banter with or threaten the PCs. If the character is personally gunning for the PCs, rather than battling them simply because they obstruct the way to a goal, those personal threats should be loud and clear.



SO, WE MEET AGAIN

Prior to the antagonist's second appearance, the GM should assess how the first encounter went. If the players didn't react well to the character, the GM should adjust the character to improve player enjoyment. If the antagonist's combat or other abilities were tested, now is the time to tweak them to better align with the character concept. Assessing power level is important. In a campaign, it is acceptable and expected that the antagonist is usually better and more dangerous than the PCs at this stage.

Over the course of the next few encounters, the PCs should get to know the antagonist's strengths and weaknesses. While any encounter has the potential to become a major confrontation, it's OK and more likely for most of these scenes to be less significant and dangerous. Exactly how often the antagonist appears personally in encounters depends upon the story and the villain.

An antagonist's significant identifying elements should remain recognizable whenever that character appears.

These elements should typically include appearance, speech, and mannerisms. Noticeable changes are useful to convey the passage of time or alterations to the character's status or situation—new scars, cybernetic limbs, and weapons are good things to consider here.

GMs shouldn't forget to advance the NPC's powers in order to continue to present a suitable challenge for the PCs. No memorable villain should be static; each should always be developing new schemes, finding new sources of power, learning new combat strategies and techniques, recruiting loyal allies, and in general making themselves

THE PLAYERS' DESIRED OPPONENT

Inspiration for antagonist characters can come from a wide variety of sources. Stories, archetypal characters, history, and everyday life all can contribute elements to an antagonist. However, the GM should not overlook player interests and ideas for inspiration.

The GM can ask the players what kind of antagonist or villain they wish to encounter or try to defeat. This often plays directly to the type of characters or group created by the players. Force users with lightsabers appreciate the opportunity to cross swords with similar opponents. Fringe characters need employers and acquaintances who are as much friend as foe to go along with their shady lives. Rebel spies might want to face their Imperial Intelligence counterparts. Any Player Characters may want to try to redeem a former comrade or estranged family member.

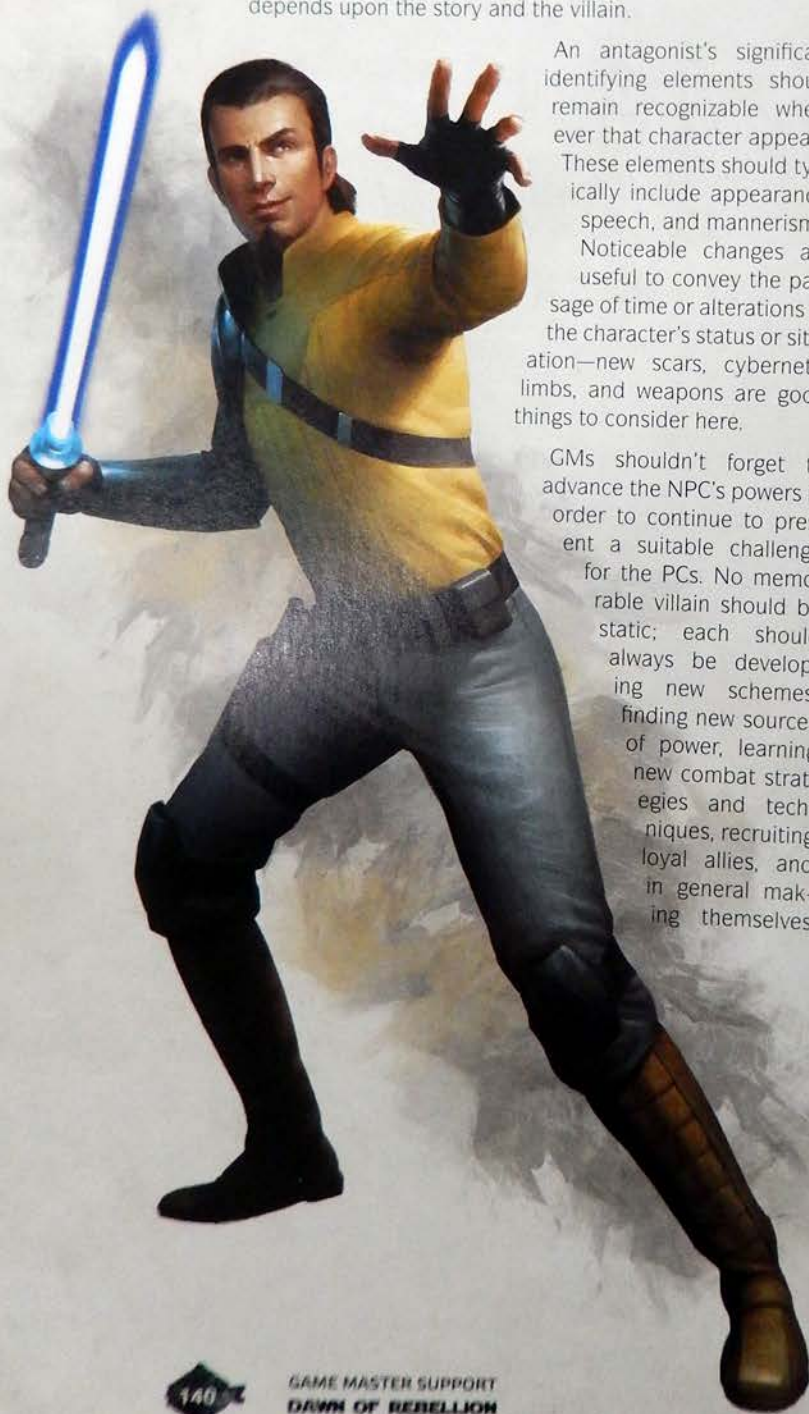
better just like the PCs do between encounters. A dark side antagonist wielding a new Force relic, for example, could launch several new adventures as the PCs strive to counter the relic's effects or search for similar items of their own.

Each encounter should have the potential to reveal new information about the antagonist. It may not be much, but it should keep the players guessing, let them slowly build a profile, and add to the suspense and intrigue. Striking a balance between maintaining some mystery and conveying information about the antagonist is important. Subtlety is easy for players to miss, so don't be afraid to use obvious clues or state important elements outright.

MAJOR CONFRONTATIONS

Planned major confrontations contain significant story or character-altering events. Villains on the level of Darth Vader and Grand Moff Tarkin essentially demand that every appearance is a major confrontation. After a major confrontation, something should be noticeably different. It could affect only some of the Player Characters, or it could change everything. Changes might include major injuries to PCs, the death or betrayal of a significant NPC (other than the antagonist), or information that influences the PCs' ideals, loyalty, or standing within an organization or society at large.

Major confrontations should ideally be primed with surprising revelations and plot twists. The PCs should learn something significant, even if that thing is that the antagonist is somehow even more powerful than they expected. The GM may want to stage the scene so that a revelation is handled in a cinematic fashion to increase the drama, threat, or suspense. If the revelation or plot twist is complex, the GM might wish to prepare some text to read aloud or paraphrase in order to avoid skipping something important or giving the wrong impression.





THE FINAL SCENE

Major antagonists deserve a final scene, or at least major scenes where their defeat is possible or likely. The ending scene of an adventure is a natural place for this event. The stakes should be very high, and the outcome should leave a lasting effect on the story, if not the characters. The following elements and considerations help make for a memorable and satisfying conclusion.

DRAMA AND COMBAT

Final scenes tend to combine dramatic elements with dangerous combat. While it is possible for the scene to be purely combat, it is more satisfying for the players to engage their adversary in other ways as well. Even during a fight, there should be opportunities for the antagonist to jockey with the Player Characters.

It is often easier to set the scene with a conversation between parties before the fighting begins. To achieve this, the encounter must include barriers to slow down the PCs' engagement with the antagonist. Distance between characters is a simple way to gain some time, though it's often easily circumvented by ranged weapons, vehicles, or the Force. The use of rough terrain, a holoprojector, a screen, a heavy rainstorm, or even an intervening force field can serve as a delaying tactic. The location and the antagonist's allies should be unusual and pose their own threats. The site should be physically dramatic and create opportunities for the characters to come up with atypical solutions and deal with unexpected threats.

MYSTERIES REVEALED

Any remaining mysteries or unexplained connections should be revealed during or after the scene. Ideally, the antagonist will be able to spring any final surprises that could throw the PCs off their game. If nothing else, victorious PCs should get the opportunity to discover answers to unresolved questions through other means.

FINAL SURPRISES

The antagonist should have at least one final surprise for the final scene, ideally something that catches the PCs unexpectedly and off their guard. It could be a new or unrevealed ability. It could be a major twist or revelation. A new ally might come to the antagonist's aid, or a powerful enemy who is also opposed to the antagonist might reinforce the PCs. The surprise might be that the antagonist's goal is more complicated than the PCs' believed or something other than what it appeared to be. The PCs might work all of this out during the final scene, or only realize it if the antagonist succeeds—and if they still have an opportunity to overcome it and emerge victorious.

UNEXPECTED ENDS

In a roleplaying game, no scene ever goes entirely as the Game Master anticipates. This means the GM should always have a plan ready in case the antagonist meets a premature end. Even though defeating a major antagonist is cause for celebration, it may not resolve the story or campaign. A good antagonist should have solid backup plans, after all, which might include powerful aids ready to carry on the antagonist's plans. If the antagonist was a high-ranking Imperial officer or powerful Inquisitor, it is quite probable that a replacement soon will be assigned, ready to carry on the mission. If this is the case, the GM should ensure that the loss of the villain is still suitably rewarded and celebrated, and take care that it doesn't make future encounters anticlimactic.

Ideally, the PCs should have no clue that this victory doesn't mean the end of this campaign. This also allows for mysterious NPCs to appear later on who emulate the fallen antagonist, or for attacks that are similar in methods to the antagonist's to bedevil the PCs in future adventures. The PCs could launch a new adventure to look into them, and stumble upon the grand schemes that were set in motion upon the antagonist's demise.

REBEL CELLS IN CAMPAIGNS

Game Masters running campaigns centered around a rebel cell, especially when set in the era of **DAWN OF REBELLION**, have the opportunity to tell stories filled with all the classic elements of a *Star Wars* tale. The freebooting heroics of **EDGE OF THE EMPIRE**, the fight for justice against impossible odds in **AGE OF REBELLION**, and the quest for understanding and enlightenment of **FORCE AND DESTINY** can all be integrated into a rebel cell campaign. In such campaigns, the PCs fight as part of a rebellion that is growing from small, independent operations into organized resistance among groups linked to cell leaders. If players and GMs agree to run this style of game, it can be a fun change of pace or even the beginnings of a long-term series of games leading to the end of the Empire.

CELL ORIGINS

The players first need to determine how the PCs become involved with the rebel cell network. While beginning the campaign with PCs who are already cell members can be a fast solution, a more satisfying method can be to slowly introduce them to the widening Rebellion. The PCs could become inspired to join the resistance after seeing NPC cell members in action, hearing rumors of cell activity on a planet they are visiting, or even meeting cell members who approach the PCs of their own accord after hearing about heroic deeds they performed in previous adventures. Across multiple games, the GM could gradually drop hints that there is a cell network in their area, perhaps by having the same NPCs appear several times and surreptitiously aid them on occasion. Such NPCs might reveal that they have been analyzing various "good deeds" the PCs have done to aid the oppressed and that they have noticed the PCs' actions taken against the Empire. As a result, the NPCs could say they have decided to recruit the PCs to become a new rebel cell. Ideally, players wishing to form a rebel cell should discuss among themselves and with the GM what brought their characters together and what goals the cell hopes to accomplish.

CELL LEADERS

When creating a rebel cell, the GM should remember that each cell originated from a single individual, most often the cell leader, whom the GM will portray. While it is easy to look to the *Star Wars* films and other media for inspiration, GMs should go beyond the obvious tropes and iconic characters to develop cell leaders with their own unique styles. Whether it's the formalized structure Commander Sato employs, the paramilitary tactics of Saw Gerrera, or the political subtleties of Bail Organa, they all fight the Empire in a different manner that suits their own personality and abilities.

The PCs come from myriad worlds and species and have unique sets of skills and motivations; designing a cell leader suited to them is crucial. A cell of starfighter pilots, for example, might be aggravated by missions that call for political subterfuge. Alternatively, GMs can adopt leaders with motivations and styles that conflict with the PCs in order to generate friction and opportunities for conflict.

GOALS AND MOTIVATIONS

Rebel cells and their leaders each have their own goals and motivations. While the Rebellion's leadership hopes to overthrow the entire Galactic Empire and restore the Republic, individual cells are often much more focused and can be dedicated to any number of smaller causes. These can range from liberating a single planet from occupation to ensuring that a critical interstellar trade route remains open so that a remote sector can survive, to fighting against one of the many atrocities the Empire has committed (such as slavery).

Aligning the GM-created wider goals of the cell network with individual goals of single cells is thus important. Cell leaders look for groups that can offer necessary support for their cell structure. Designing deliberate gaps in such a network that the PCs can fit into is a good method. A PC group might instead fit well simply because it is similar to other cells in the network; perhaps they are all smugglers or specialists in political subversion.

SECRECY AND COMMUNICATION

Security is critical for rebel cells, lest they find themselves crushed under a white-armored boot. As such, making contact with cell leaders should not be a simple task for PCs in a cell. GMs should think of clever methods of communication a cell leader might use to defeat Imperial spies. Whether communication occurs via prearranged dead drops, encrypted transmissions, or even coded files hidden in common droids, rebel cells rarely communicate openly.

The communication method should mesh with the NPCs' style of operation, and should possibly feature paranoia about the possibility of being caught. The leader could be a known figure who meets personally with the PCs, or could maintain a secret identity until the PCs have proven themselves. The way in which Fulcrum was kept secret in *Rebels* is a good example of the latter. Only Hera knew of Fulcrum's true identity at first; early on, some of the Specters didn't even know Fulcrum existed.

CELL MISSIONS

Once the Player Characters become part of a cell network, it won't take long before they receive their first assignment. Assignments might not be provided to them directly by their cell leader, but the cell leader's motivations and tactics will certainly color any missions they receive. Once the Player Characters have proven themselves to be both skilled and trustworthy, they will soon be given a cell's most critical missions. Player Characters are, simply by virtue of being PCs, a cut above the members of other cells. Even though they take assignments from a cell leader, they should always be the focus of the campaign and shouldn't be overshadowed.

While the galaxy-spanning heroics of the nascent Rebel Alliance are far more likely to occur while characters are serving in one of its cells, the Game Master still has the unique opportunity to create deeply personal adventures. Player Characters may find themselves more emotionally invested in the consequences of missions when they're not fighting simply "for the Rebellion" or "against the Empire." They may have joined the cell because they believe it will help them save the livelihood of a local family of moisture farmers or free captive slaves who were once local champions. Occasionally giving the PCs small bits of information that reveal how their actions tie into the larger scope of the cell network their cell leader controls, and using the outcomes of other cells' missions to drive new missions for the PCs' cell, are both good ways to make the PCs feel they are indeed part of the larger and increasingly organized rebellion effort.

Not every mission the PCs receive needs to be filled with gun battles and sabotage. Game Masters should tailor cell adventures to the talents of their PCs. Colonists are well suited to uncovering an Imperial Prefect's dirty secrets in order to discredit him and strengthen the locals' will to fight the Empire. Pilots are perfectly capable of stealing a transport full of badly needed food supplies for starved villagers. Sentinels can fade into the urban landscape and engage in critical reconnaissance in the heart of a fortified Imperial city. As cells are forced to constantly adapt and change tactics to counter the Empire's attention, GMs are given near-limitless latitude in the creation of adventures.

CELL FUTURES

With each success, the Player Characters will see their standing within the rebel cell network grow, and enterprising Game Masters can use this to provide them with new and interesting challenges. With its reputation on the rise, a cell can gain additional support from its leader or even begin recruiting new members for other cells. Most interestingly, members of a cell might themselves become leaders who oversee one or more additional cells.

Suddenly, the PCs are responsible for more than just the success of a single mission. They need to maintain the secrecy and safety of their fellow cell members, gather information on Imperial activity, and prepare and sometimes help execute missions for the cells they oversee. In becoming cell leaders themselves, they are tasked with more than just the goal of fighting against the Empire—they become the ones leading the fight and planning vital strategic goals—and if they fail, hope dies.

CELL REWARDS

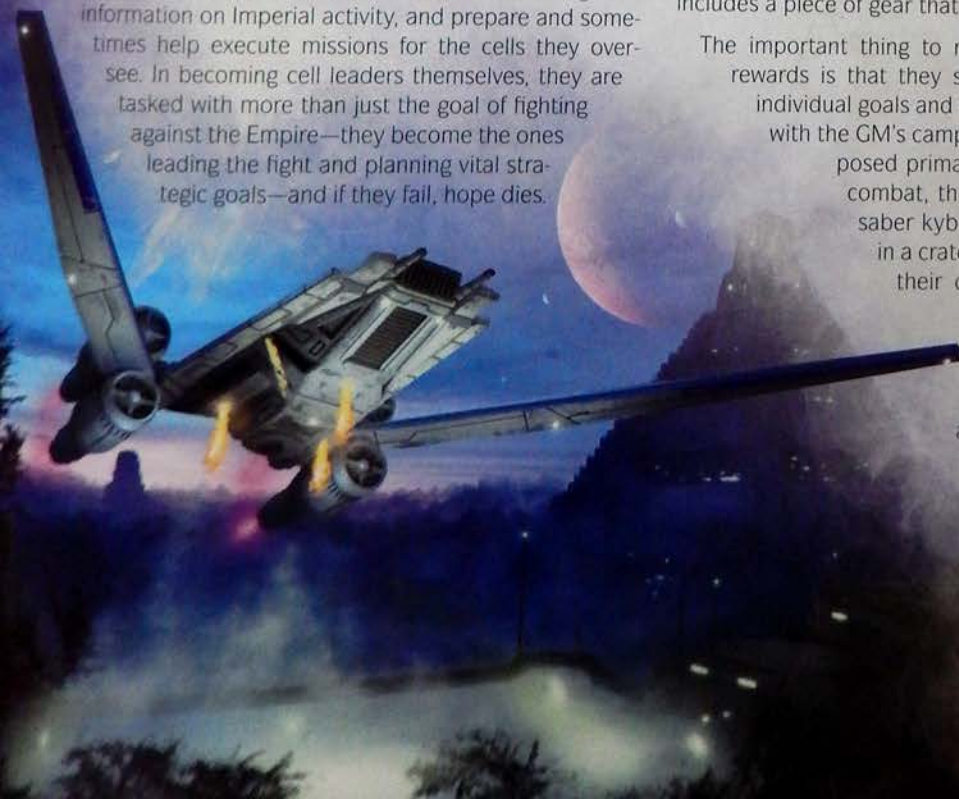
Cells can't function without replenishing their resources. While cell leaders prioritize the survival of a cell through such basic supplies as food and medicine, Game Masters should remember that Player Characters are heroes—and heroes do more than just survive to fight another day. The PCs are the ones who find that hidden cache of thermal detonators needed to blow up the Imperial dry dock. They stumble upon the lost Jedi relic while meeting with an illicit trader. They steal a squadron of starfighters—and perhaps get their hands on an extra starfighter for their own use.

GMs should remember to reward the hard-won victories of PC cell members with more than just a pat on the back and perhaps some credits. If cell members achieve exceptional success in their missions, it is not unreasonable to provide a little extra that can aid them specifically and not just their cell as a whole.

In some cases, the rewards can be tailored to their victory. Perhaps after a mission in which they capture several crates of blasters for their cell, the PCs find a few choice spare parts that will allow them to modify their weapons in ways they've mentioned in earlier sessions. Liberating a modified freighter from an oppressive crime lord might allow the PCs to find a brand-new (and illegally modified) astromech droid shut down and hidden in a smuggling compartment. Maybe after providing food to an outpost that has been refused aid by the Empire, a mysterious old hermit rewards them with a trinket with connections to the Force. The Alliance might not formally exist yet depending on the campaign's timeframe, so PCs could each find their own unique way to fight oppression, whether they're a Mercenary, a Squadron Leader, or an Ataru Striker. This means their rewards can be as unique as they are, and not simply war materiel to continue the ongoing struggle.

By the same token, rebel cells do not operate in a vacuum. Many maintain communication with all kinds of allies who could have any number of resources that might interest or benefit the PCs. Perhaps while the PCs were out planting incriminating evidence to discredit a local official rampantly abusing her power, they return to find that a team on a different mission has recovered a cache of resources that includes a piece of gear that would benefit them.

The important thing to remember when providing cell rewards is that they should be tailored to the PCs' individual goals and desires but should also dovetail with the GM's campaign plans. If the group is composed primarily of pilots focused on space combat, then providing them with a lightsaber kyber crystal randomly discovered in a crate of medical supplies doesn't fit their desires or the narrative being presented. The rewards the GM provides to the PCs should be hard won, useful, and not too generous, all while fitting the overall tone and style of the campaign.



An Era Sourcebook for Star Wars Roleplaying

STAR WARS
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ROLEPLAYING GAME

STAR WARS
AGE OF REBELLION
ROLEPLAYING GAME

STAR WARS
FORCE AND DESTINY
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